



A Fun-Filled Bible Skills Curriculum for Grades 4–6, Red Cycle

Sample Meeting

For More Information about Bible Skills, Drills, & Thrills
e-mail mikey.oldham@lifeway.com or call (615) 251-2841

TO ORDER BIBLE SKILLS, DRILLS, & THRILLS

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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 Red Cycle* 1415822247

*Bible Skills, Drills, & Thrills Leader Pack
Grades 4–6 Red Cycle* 1415822115

*Bible Skills, Drills, & Thrills Activity Book
Grades 4–6 Red Cycle* 1415822131

*Bible Skills, Drills, & Thrills CD-ROM
Grades 4–6 Red Cycle (Pkg. 5)* 1415822220

*Bible Skills, Drills, & Thrills Leader Guide
Grades 4–6 Red 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, a books of the Bible song, and 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 Red Cycle*—posters, gameboards, cards, and other visuals for use during the meetings.

*Bible Skills, Drills, & Thrills Activity Book
Grades 4–6 Red 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 pages will be completed during the meeting time.

*Bible Skills, Drills, & Thrills CD-ROM
Grades 4–6 Red Cycle*—A music and games CD five-pack that includes six Scripture songs, a plan of salvation song, a 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® Red Cycle (Pkg. 10)* 1415822158
- *Bible Skills, Drills, & Thrills Verse Cards
KJV Red Cycle (Pkg. 10)* 1415822174
- *Bible Skills, Drills, & Thrills Verse Cards
NIV Red Cycle (Pkg. 10)* 1415822166

Other helpful resources

- *Giant Game Floor Mat* 0633008079
This reusable 43-by-75-inch vinyl mat has 20 clear pockets and can be used with several games suggested in the Leader’s Guide. The mat also comes with a numbered cube, a spinner, and a beanbag.
- Children’s Bible Drill Bibles—These hardback Bibles are designed for use in Children’s Bible.
*Holman Christian Standard Bible®
0586400738
King James Version 0879816007*

Music and Games CD (CD1)

You can find the melody line with words on pages 28-36 of this Leader Guide.

Bible Verse Song Tracks

	HCSB®	KJV	NIV	INSTRUMENTAL ONLY
1 Chronicles 16:8	1	7	13	19
Psalms 145:9	2	8	14	20
Matthew 5:44	3	9	15	21 HCSB® and NIV, 22 KJV
Luke 6:31	4	10	16	23
Acts 1:8	5	11	17	24
James 1:19	6	12	18	25

Books of the Old Testament—**26**

Books of the New Testament—**27**

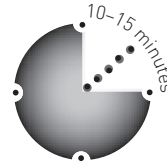
Books of the Old Testament Instrumental—**28**

Books of the New Testament Instrumental—**29**

Plan of Salvation—**30**

Plan of Salvation Instrumental—**31**

Skill Centers



Grades 4–6
Meeting 27

Bible Passage:

John 18:1-11

Verse: James 1:19**Key Passage:** None**Bible Story:**

Peter Becomes Angry

Levels of Biblical Learning Statements:

Grade 4: I can follow the examples, teachings, and commandments of Jesus.

Grades 5–6: I can take deliberate actions to grow in Christlikeness.

Meeting Goals:

Locate, read, and quote James 1:19.

State the book before, the book named, and book following any book of the Old Testament and the New Testament.

Review all of the Key Passages.

Skill Check**Ice Breaker**

Give the children the activity pages and markers or crayons. Lead pairs of children to play “Ice Breaker” following the directions on the activity page. The object of the game is to “break” (*color in*) five blocks in a row horizontally, vertically, or diagonally by naming Old Testament or New Testament books that begin with the letters in each row and column.

During the game, challenge each player to identify the book before and after the Bible book he names to claim each ice block.

Spin ... and Again!

Lead each child to write the name of a Key Passage on each side of the cardboard triangle, then to push a pencil through the center of the triangle. Then demonstrate how to spin the pencil between their hands like a top. When the pencil falls, lead each child to look at the side of the triangle that touches the table. Direct her to state the Bible reference of that Key Passage, then to find it in her Bible.

Computer Game

Children can play this game alone or in pairs to review matching the Key Passage to its reference.

Option

Provide an activity that the children enjoyed from a previous meeting.

Skill Check

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

Ice Breaker

- Provide activity page 57 and crayons or markers for each child.

Spin ... and Again!

- Cut several equilateral triangles (about three inches per side) out of poster board.
- Provide pencils.

Computer Game

- Provide a computer and “Key Passage Skate-Off” (CD1 Games).

Group Skills



Gathering Game

- Clear space in your classroom for an active game.
- Provide blindfolds if your group is small.

Gathering Game

One at a time, whisper one of the following roles in each child's ear urging him not to disclose it to others: stomper, pouter, or huffer.

Call for the children to watch and listen as you demonstrate the comic action for each role:

- Stompers—stamp feet loudly on the floor.
- Huffers—cross arms and breathe with a heavy *H* sound.
- Pouters—stick out tongue and make a *ppffllllt* noise.

If your group is small, blindfold the children; if not, extract an “eyes-closed” promise from the group. Then step back, cue the kids to make their assigned noises, and lead them to find their teammates by sound alone. Gently steer collision-bound children away from walls, furniture, and one another as they play.

When the groups have located one another, say, “What do stomping, huffing, and pouting all have in common?” (*They are all ways people express their anger.*) Explain that God created people with the ability to be angry, but people often use their anger in ways that do not honor God. Say, “The Bible shows you how to cool off when you're hot tempered.”

Bible Story Presentation

Peter Becomes Angry

Explain that several of Jesus' disciples are remembered for their hot-headedness: Jesus' nickname for James and John was the “Sons of Thunder” because of their quick tempers (*Mark 3:17*). Jesus' disciple Peter is often remembered as the disciple who had the most difficulty controlling his anger. He tended to speak first and think later.

Ask the boys and girls in which New Testament divisions they might find stories about Peter. (*Gospels and History*). Say: “Let's find a story about Peter's quick temper. Then you can act it out.”

Lead the children to locate John 18:1-11 in their Bibles. Ask them to scan the passage and name some of the people they can portray. Then involve each child in the action by assigning them one of the following parts:

- Jesus
- Judas
- Peter
- Other disciples
- Malchus (the high priest's servant)
- Chief priests and Pharisees
- Temple police- (HCSB®), Band of men-(KJV), Detachment of soldiers-(NIV)

Bible Story Presentation

- Provide Bibles.

Explain that you will read the Bible story aloud as the actors pantomime the action. Determine the places and entrance cues of each group of actors. Then read the following story aloud, emphasizing the phrases printed in bold type to help the children know what to dramatize:

Jesus and His disciples were in Jerusalem the night before Jesus died on the cross. Jesus **led the disciples** to a garden in the valley. While the disciples **waited**, Jesus **prayed**.

Judas, one of Jesus' disciples, had been **paid by the chief priests** to show them where to find Jesus. So Judas led a **group of soldiers and temple police** to the garden. The men who came with Judas were **armed with lanterns, torches, and weapons**.

Jesus was not surprised **when the crowd approached Him** or when Judas **came to stand beside Him**. Jesus **stood before the angry men** and asked, "Who is it you're looking for?"

"We're looking for Jesus the Nazarene!" the crowd **answered angrily**.

Jesus said, "I am He." The men **stepped back and fell to the ground**.

While the men **stood up again and began to arrest His disciples**, Jesus repeated, "Who is it you're looking for?"

"Jesus the Nazarene"! the mob **answered threateningly**.

Jesus said: "I told you I am He. So if you're looking for Me, let these men go." So the soldiers **released Jesus' disciples**.

Jesus' disciple Simon Peter had carried a sword with him to the garden. **He drew it and struck out at the high priest's slave**. The slave, whose name was Malchus, **tried to swerve out of Peter's way**, but it was too late. Peter's sword **slashed off the right ear of the servant**.

Jesus quickly **reached out to Malchus and touched his ear to heal it**. Jesus **turned to Peter** and said, "Sheathe your sword! This is what my Father has planned for Me, and I will obey Him." **Peter put his sword away** and watched as the soldiers, their commander, and the temple police **arrested Jesus, tied His hands, and led him away**.

based on John 18 1-11

Enthusiastic actors may want to consider the first run-through a "rehearsal" for a second, more polished performance. Thank the group for their enthusiastic participation.

Formula Frenzy Review Game

Quickly form two teams (Jesus/disciple actors and priest/soldier actors) and lead them to be seated on the floor next to the "Formula Frenzy Gameboard." Give each team a marker or highlighter and lead the teams to play the game using the review and application questions listed below. (Complete rules of play are given on the gameboard.) Award 10 cc's for each correct answer:

- Where did Jesus go with His disciples? (*garden, John 18:1*)
- Who did Judas bring to the garden? (*soldiers, temple police, priests and Pharisees—John 18:3*)

Formula Frenzy Review Game

- Slip clean blank cards inside the pockets of the "Formula Frenzy Gameboard" (Pack Item 9).

- What did the crowd bring with them? (*lanterns, torches, and weapons; John 18:3*)
- How did Jesus prevent His disciples from being arrested? (*He gave Himself up and asked the soldiers to release the disciples, John 18:8.*)
- Who was Malchus? (*the high priest's slave, John 18:10*)
- What weapon did Peter carry? (*a sword, John 18:10*)
- What did Peter do out of uncontrolled anger? (*drew his sword and struck the high priest's slave, John 18:10*)
- What did Jesus do for the injured slave? (*healed his ear, Luke 22:51*)
- What did Jesus tell Peter? (*Jesus told Peter to put away his sword because He intended to follow God's plan, John 18:11.*)
- What do you think Peter should have done instead of drawing his sword? (*Answers will vary.*)
- What is something that causes you to lose your temper? (*Answers will vary.*)
- Name one way you can control your anger. (*Answers will vary.*)

Memory Verse Song

- Provide a CD player cued to "James 1:19" memory verse song (CD1
- Track 6 HCSB*
- Track 12 KJV
- Track 18 NIV).

Memory Verse Song

Say, "Today's memory verse gives some great advice for cooling down a hot temper." Lead the boys and girls to listen as you play the James 1:19 memory verse song on the CD. Permit the children to create motions that correspond with the words *speaking, listening, and anger/angry/wrath*. Repeat the song and encourage the kids to use the motions as they sing along. Lead the group to identify the New Testament division in which the book of James is found (*General Letters*) and to name the books in that division.

Quickly cue the children to stand. Play a rapid fire "Simon says" game by repeating the phrases from the memory verse for which the children created motions and directing them to respond immediately. Step up the difficulty by adding phrases that do not belong to the memory verse, such as quick to speak, slow to listen, or quick to become angry. If your group likes to play competitively, lead children who respond to the incorrect phrases to be seated until you have eliminated all but one player.

Apply the Memory Verse

- Provide activity page 58 for each child.

Apply the Memory Verse

Distribute the activity pages and lead the boys and girls to be seated. Invite the children to name some things that make them mad. Say, "There's a right way and a wrong way to get mad." Call attention to "How to Get Mad" on the activity page. Use comments like these to help the children remember the acronym M-A-D the next time someone makes them angry:

M—stands for **mouth**. When you get angry, the first thing you tend to do is say something hateful. Close your mouth—bite your tongue if you have to! Do everything you can to control your mouth before you speak in anger. (*Lead the kids to recall the "slow to speak" phrase and motion from today's memory verse.*)

A—stands for **ask**. Even if you have time for only a one-word prayer like, "Help!" ask God to help you keep your anger under control.

D—stands for **distance**. If it is possible, put some distance between you and the situation that is making you angry. Go somewhere you can be alone and calm down. Even if you can't leave the room, you can delay your reaction until you have cooled off a little.

Call out each letter, one at a time, and call on volunteers to describe what anger management tip it stands for. Lead the group to stand as you lead in a brief prayer, asking God to help the boys and girls handle their anger in ways that please Him.

Thaw'ts About Bible Books

Say, "One Bible book that gives lots of good anger management advice is Proverbs." Lead the children to name the Old Testament division in which Proverbs belongs (*Poetry*) and to name all five books of Poetry (*Job, Psalm, Proverbs, Ecclesiastes, Song of Solomon/Songs*).

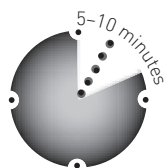
Lay the Old Testament Poetry Bible book cards in order on the floor. Lead the children to kneel beside the cards as you read each description card and set it next to its counterpart.

Flip the cards over, scramble them, and lead the children to take turns turning over two cards in order to match the book card with its description.

Give each child an ice cube in which you have frozen a Bible book name. Dare the children to thaw the cubes by squeezing them with their hands until they can pull out the slip of paper. Lead each child to bring the slip to a teacher, name the book that comes before and after the Bible book, and to describe the contents of that Bible book.

Prepare for Skill Options

Help the children know a little about each activity in the available Skill Options. Lead each child to make a selection and join a Skill Options teacher.



Family Bible Skills to Go

When parents come to join their children, teach them the gestures children devised to match the memory verse phrases. Involve parents in a quick round of the "Simon says" game using those gestures (see teaching procedures under "Memory Verse Song").

Lead each family to "huddle" and decide whether the family most needs to be quicker to listen, slower to speak, or slower to become angry. Suggest that the families use the corresponding gesture as a silent signal to encourage one another to recall and practice James 1:19.

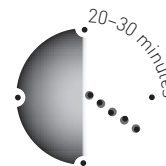
Thaw'ts about Bible Books

- Provide the "Books of the Bible" (CD2 Item 3) and the "Bible Book Description Cards" (CD2 Item 10) for the Old Testament Poetry books.
- At least a day before the session using a permanent marker, print the names of Old Testament Poetry books on small slips of paper (one slip per child). Roll the strips tightly. Place inside the compartments of an ice cube tray, add water, and freeze.
- Provide paper towels.

Bible Book Descriptions.

- *Job* is the story of a man named Job, whom God tested.
- *Psalms* is a collection of 150 "songs" written by different authors over a long period of time.
- *Proverbs* contains godly wisdom, most of which was recorded by King Solomon.
- *Ecclesiastes* is another book of wisdom written by Solomon. The title means "the teacher" or "the preacher" and tells of the meaninglessness of life apart from God.
- *Song of Solomon (Songs)* is a remarkable love poem that King Solomon wrote.

Bible Skills



Anger Manage-Mat

- Provide Bibles, activity page 58, and pencils for each child.
- Set out the *Giant Game Floor Mat*.
- Print out the “Anger Management Bible References” (CD2 Item 48) and slip them in random order inside any of the floor mat pockets. Cut apart the letter and number cards and place them in two separate bags.
- Fill the remaining game mat pockets with alternating pieces of red and blue construction paper.

Anger Manage-Mat

Ask, “How many words or phrases that mean ‘to get mad’ can you think of?” Encourage the children to name phrases such as blowing off steam, losing your cool, melting down, throwing a fit, and so on.

Say, “The Bible describes anger in many different ways, too.” Distribute the activity pages and call attention to “Monstrous Meltdowns.” Encourage the children to read the definitions and give appropriate examples.

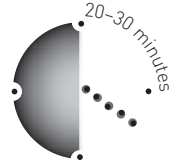
Say, “Let’s play a game to learn some more Bible advice about keeping your cool when you feel angry.” Explain that some or all of the words defined in “Monstrous Meltdowns” may appear in the Bible verses the children are about to find.

Lead the child with the birthday month closest to yours to draw a number card and a letter card. Help him find and stand on the game mat pocket with the coordinates he drew and stand on that pocket. (*Rows A-D run from top to bottom; columns 1-5 run from left to right.*)

Direct the child to use his Bible to find the verse, read it aloud, then to name the Bible division in which the verse is found. If a child selects the coordinates for a red pocket, lead him to name something that makes him angry. If he selects the coordinates for a blue pocket, lead him to name one practical thing a kid can do to control anger. Continue play until all the verses on the game mat have been located.

Quickly remove a blue piece of construction paper from the mat and tear it into bookmark-sized strips. Encourage each child to select a Bible verse about anger management from today’s game and mark it in her Bible. As you dismiss, ask each child to complete the following statement. “I can remember (*reference of marked verse*) the next time ...” Challenge the kids to practice the biblical anger management advice they learned this week.

Recreation



Book It!

Invite the child who lives the farthest from your church building to be the first *It* for today's game. Lead him to stand on the finish line with his back to the rest of the children, who will stand on the starting line. *It* and the other players will call out the following lines to one another:

Kids: (*In unison*) Make a decision! What division?

It: Old Testament Law! (*or any Bible division of his choice*)

Kids: (*Taking one step toward It as each book is named*) Genesis, Exodus, Leviticus, Numbers, Deuteronomy!

Kids: Make a decision! What division?

It: New Testament History!

Kids: (*Taking one step toward It*) Acts!

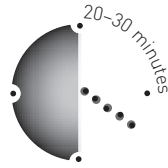
The question-answer process can continue as long as *It* desires. At any time after the kids call for a decision, *It* may reply, "Book It!" At that point, he turns to chase the players back to the finish line. The first player he tags becomes the new *It* for the next round.

If your playing space is small, you can vary the size of the steps players are permitted to take for each round. For variety, require players to hop on one foot, crab crawl, or walk straight-legged with their hands on their ankles.

Book It!

- Provide space for a running game.
- Use masking tape to mark start and finish lines on opposite sides of your play area.

Crafts



“Chilling Out” Door

Decorations

- Provide:
 - transparency film sheets.
 - one-half sheet of brightly colored construction paper per child.
 - 12-ounce size foam cups cut in half lengthwise (one half-cup per child).
 - two drinking straws per child.
 - scissors, craft glue, hole punch, permanent fine-point markers, clear tape.

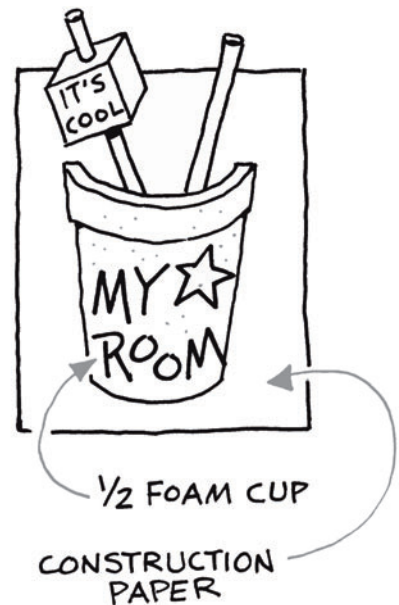
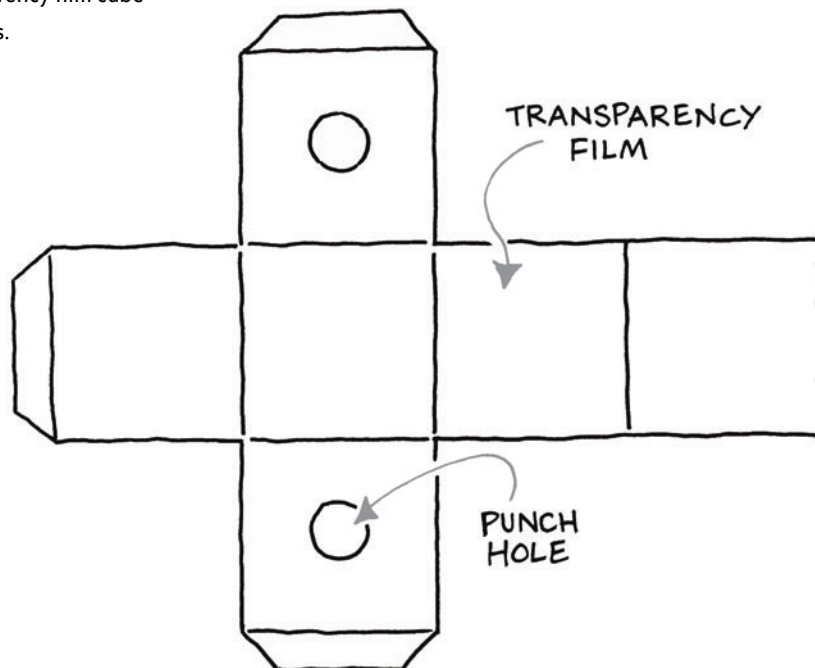
Teaching tips: You can substitute printed craft foam for the construction paper and embellish the cup with kid-appealing stickers or glitter glue. If you're crunched for time, precut the transparency film cube patterns.

“Chilling Out” Door Decorations

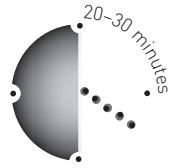
Tell the group that they can create a craft to ensure some private cooling-off time at home. Give each child a halved foam cup. Set out permanent markers and lead the children to decorate the cups with their names, then to assemble the “chilling out” signs as follows:

1. Glue the cup half to a sheet of construction paper.
2. While the glue dries, use permanent markers to trace the cube pattern that appears below onto transparency film. (*Each child will need two cubes.*) Punch holes where indicated on the pattern.
3. Using permanent markers, print “It’s Cool!” on the side of one unassembled cube, and “Chilling Out!” on the other cube.
4. Assemble the cubes, creasing each fold sharply between your fingernails. Secure with small bits of clear tape.
5. Thread each assembled cube onto a drinking straw, securing with a dab of craft glue.

Tell the children that they can hang the signs on the doors of their room, and use the “ice cubes” as signals: If the “It’s Cool!” cube is sticking out of the cup and the other cube is inside the cup, family members are welcome to knock and enter. A visible “Chilling Out!” cube is a request for a few minutes of private time to cool off after a disagreement.



Service



Cool-Off Campaign

Ask, “Can you think of some ‘hot spots’ in your house where tempers are likely to flare up?” Encourage the children to name family “hot spots” such as the computer (*waiting to take turns*), the bathroom (*morning grooming conflicts*), or the family vehicle (*road trip arguments*).

Suggest that the children launch a cool-off campaign to help their friends and family control their anger before it leads to a meltdown. Say, “You can get lots of ideas for the campaign from the Bible.” Give a prepared door hanger to each child. Direct each child to find the Bible verse you printed on the hanger, and to describe the word picture the verse uses to illustrate out-of-control anger.

Distribute the drawing supplies you brought. Lead the boys and girls to flip the doorknob hangers over and draw a cartoon, caption, or slogan based on the Bible verse they located. Provide additional blank hangers and permit the children to make more hanging signs related to their cool-off campaign.

As they work, ask the children to describe other practical things they can do to encourage their friends and family to control anger, such as:

- Negotiating in advance the amount of computer or video time allotted to family members to avoid taking turns conflicts.
- Developing a secret hand signal as a visual cue to help a friend “chill out” before he acts in anger.
- Agreeing to give the person in a conflict a guaranteed amount of private time to cool off before starting the discussion again.

Encourage the children to hang the captions and cartoons they created in temper-tempting “hot spots” around their homes.

Cool-Off Campaign

- Print and cut out two or three “Door Hanger Pattern” (CD2 Item 37) for each child.
- Print the following Bible references on eight individual door hangers:
 - Proverbs 15:17
 - Proverbs 15:18
 - Proverbs 16:32
 - Proverbs 17:14
 - Proverbs 25:28
 - Proverbs 26:21
 - Proverbs 27:14
 - Proverbs 30:33
- Provide novelty markers, gel pens, and stickers