

Faith Quest

“Adventurers” (1st-5th Grade) Format

“Moved by the Spirit” Gathering/ Opening Worship (9:20 -9:45 am) – Downstairs Fellowship Hall

1. Students arrive in the downstairs fellowship hall and are welcomed by their Guide(s).
2. Guides and children will be seated as groups – 1st grade “Walkers”, 2nd grade “Hikers”, 3rd grade “Trekkers”, 4th grade “Climbers”, and 5th grade “Flyers”
3. Guides will take attendance, inquire about their lives/activities from past week (relationship building time), and there may be a simple activity available for the kids who arrive early.
4. At 9:30 am we will begin opening prayer, worship songs, introduction/review of bible story and verses, collect offering, announcements, and then at 9:44 am adjourn to the workshop rooms.

Workshop Format

1. A detailed lesson plan will be given to workshop teachers prior to start of rotation. The following is the general format for each workshop. The lesson format may vary slightly.
2. **Welcome and Introductions** Introduce yourself and your workshop and how it contributes to the overall theme for the unit. Tell the children what they will be learning. Open with a brief prayer.
3. **Read the Scripture/Bible Story** Ask a volunteer to help read the scripture for your lesson. Everyone (3rd grade and above) should follow along. Have a brief discussion of the scripture focusing on the highlights that pertain to your lesson.
4. **Application** The workshop leader conducts the lesson. The students will be given an opportunity to explore the Bible story in a different way each week of the rotation.
5. **Wrap-up** Your explanation of your lesson and how it relates to the story will be very important. Review what the children have learned. Restate the lesson’s key concepts. Recite the Bible memory verse. Ask questions to stimulate ideas for reflection.
6. **Reflection Time** Guides will lead this exercise in helping the children to write down or draw the faith concepts they have learned in a journal. Help children who have difficulty articulating their ideas.
7. **Prayer** The workshop leader will lead the group in prayer. Please encourage different kinds of prayer, circle prayers, volunteers for prayer and prayer requests.
8. **Tidy and Dismissal** At 10:25 am ask the children for help with clean-up. Help them take pride in their new classrooms. The Guides should collect name-tags and journals. Guides will bring kids back down to “Moved by the Spirit” to meet their parents. Guides please wait with children until their guardian has arrived.

Faith Quest

“Explorers” (2 year olds – Kind.) Format

Guided Playtime (9:20 – 9:50 am) – Stepping Stones Play Center

1. Each age group will be assigned a room for opening playtime. This will be posted outside the Play Center and outside the door of each room. Each group's room for opening play will rotate each week.
2. Guides will take attendance, inquire about their lives/activities from past week (relationship building time), guide and join in their play, and help facilitate any activities or play equipment that connects with the bible story/verse.

“Moved by the Spirit” Gathering/ Opening Worship (9:50 – 10:10 am)

Downstairs Fellowship Hall

3. Students arrive in the downstairs fellowship hall with their Guide(s).
4. Guides and children will be seated as groups – 2 year olds “Seedlings”, 3 year olds “Buds”, 4 year olds “Sprouts”, and Kindergarteners “Blossoms”
5. At 9:50 am we will begin opening prayer, worship songs, “Bible Bookmark” treasures, introduction/review of bible story and verses through storytelling, drama, and puppets, collect offering, announcements, and then at 10:10 am return to Stepping Stones or stay in fellowship hall for further hands-on activities.

Guided Lesson Activity (10:10 – 10:30)

6. Each group will be assigned a different space and activity to be lead by the Guide. These lessons will be given to the Guides prior to the start of the rotation cycle. Supplies will be ready and available in the appropriate space.
7. At **10:25 am** ask the children for help with clean-up and pick-up of toys, equipment, and supplies. Help them take pride in their new learning space and leave the Play Center better than you found it. The Guides should collect name-tags. Guides will bring kids back down to “Moved by the Spirit” to meet their parents. Guides please wait with children until their guardian has arrived.

Faith Quest Vision, Mission, and Goals

“As the Father has sent me, so I send you. Receive the Holy Spirit.” – John 20:21-22

Trinity Lutheran Church – Jamestown, ND

Our mission is to guide our children to be:

Led by the Spirit to seek God’s truth through the love and grace of Jesus Christ.

What does a vital and effective Sunday school program look like?

- a program that is fun and exciting for the children.
- excited children begging to come to Trinity on Sunday morning.
- children who know the Bible stories and how they relate to their everyday lives.
- children developing a strong faith .
- children who continue to grow in their faith as youth and adults.
- a program that is fun and exciting for teachers.
- adults enthusiastic to volunteer.
- teachers who are energized about their faith and relate their faith experiences to the children.
- a program that focuses on the gifts and talents of our congregation members.
- allows adults to create special bonds with the children.

What is the Workshop Rotation Model?

Faith Quest is a model for Sunday school based on the Workshop Rotation Model. It was developed by a number of Presbyterian churches seeking to solve their chronic Sunday School problems: boring curriculum, boring classrooms, boring teaching methods, bored kids, apathetic parents, and low Bible literacy. These churches wanted to teach Bible stories in a creative manner without the crushing burden of having to find and prepare new material each week. They also wanted to overhaul their classrooms to make them kid-friendly places to attract kids back to the classroom. The result was the Workshop Rotation Model. It reorganizes how you teach, not what you teach, with creative kid-friendly workshops: Drama, Art, Movies, Bible Games, Storytelling, Cooking, Science, Computers, News Reporting and Puppetry.

Kids rotate by class into a different workshop each week for a three to six-week period. During that time, the story is the same in each workshop. Kids love repetition and need it to remember their lessons. Because each of the workshops teaches through a different style of learning, and a different aspect of the story, the kids don't get bored. Discipline problems go away. This multiple-intelligences approach enhances the learning process.

The workshop teachers stay put. They don't rotate with the kids (though each class has a guide(s) who do stay with the kids). Teachers teach in the workshop of their strength and the lesson stays the same for several weeks in a row. This means they plan less and get better as the weeks go by.

Lesson plans are simple. The real difference between this model and the traditional classroom model is that each workshop takes its time teaching the story through one mode. No more frenetic 6-part lesson plans with barely enough time to get everything done. No more 5 minute crafts either. Instead, there are real art projects that take quality time and contemplation. Of course, each lesson includes Bible study and discussion. Teachers easily adjust the age appropriateness of their lesson from guidelines provided by the lesson plan. Faith Quest focuses the gifts and talents of our volunteers.

*For God's Word to become part of our children's lives,
it must not just be heard or read, but also experienced.*

Faith Quest at Trinity

At Trinity, Faith Quest provides us with the opportunity to improve attendance, teacher recruiting, and the Bible knowledge of our children. Children are developing relationships with their adult guides. The model provides flexibility in the schedule. It allows us to respond to the unique needs of our children and the talents of our volunteers. We can easily adjust the lesson materials to incorporate reflections on current events in the local and global community. It provides the opportunity to realize our vision.

Curriculum

*Our goal is to shape children into active Christians
who live the Bible rather than just know it.*

Curriculum Goals

- Ensure familiarity with the key Bible stories and Bible memory verses.
- Meaningful activity that reinforces the lesson's key concepts.
- Incorporate critical thinking skills into the curriculum.
- Provide links from the Bible to the present, making the Bible applicable to children's lives. Children need to learn that the Bible is vital to the way they live their lives.
- Teach faith practices, church history and beliefs as they relate to the Bible story

Journaling

- Time in each lesson for children to respond to and reflect on the workshop lesson.
- Pictures, highlights, response to a question
- Writing about their faith helps clarify lessons
- A record of the class lesson to take home and discuss with parents

Roles for Workshop Rotation

Guides - adopt a class for the year and be a companion to the children. Attend the workshops with the children. Develop relationships with the children

Workshop Leader - delivers the lesson during a three to six week rotation.

Moved By the Spirit Leader (Sarah) - leads the initial gathering in music, song, and prayer before the children adjourn to their workshops.

Our Learning Environment ~ The Workshops

The attention to detail and how a child feels in God's house

are Rotation Workshop cornerstones.

The Physical Space

Children "read" the environment we create for them. What does our environment say to our children about God?

- Our classrooms are vibrant, fun places to learn.
- We want our children to feel God's love and warmth even from the paint on the walls!
- Workshops are designed to suit their function. No two workshops are alike.

Drama Workshop ~ Apostles' Playhouse

Interpret the Bible Story in large body movement and physical activities. Children re-enact a Bible story or contemporize it. Children learn the story by being in the story. By acting out the story, children begin to empathize with the characters as real people – their feelings and emotions. "How does it feel?" "How would you react?" The Bible is less abstract when children can place themselves in the story. Children retain the facts of a story they have experienced.

Options: Bible Improv, pantomime, skits, scenes, liturgical dance, stations, etc.

Intelligences: Body kinesthetic

Video Workshop ~ Holy Word Studios

Visual media plays a big role in our children's lives through television, movies and music videos. This powerful and influential tool helps our children experience and understand their biblical history. Video selections reinforce the Bible story as a re-enactment, placing the story in context, or as a reflection of the Bible story on contemporary living. The workshop leader helps to relate the video story to the unit of study and our response as Christians.

Intelligences: Visual spatial

Art Workshop ~ Creation Station

This is not for crafts. It is for children's art. Art projects are more complex. They require thinking and expressing, not just assembly and cut and paste. Art projects allow a student to manipulate the materials to express the story. This workshop allows a creative expression of the story. We explore with a variety of creative media: clay, paints, crayons, fabric, glass, chalk, sculpture, etc.

Intelligences: Visual, musical, body kinesthetic

Bible Games ~ The Arkade

This workshop teaches the rotation story or theme with traditional paper, pencils, and books, and/or through active and physical play. The children are motivated by the use of fun games, projects, and cooperative and team building activities. Games include: Wheel of Fortune, Jeopardy, Who wants to be a Millionaire, physical games.

Intelligences: Logical mathematical, body kinesthetic

Storytelling ~ The Upper Room

Listen to a storyteller, in first person, and in costume. The workshop helps to relate experiences of the Bible story before, during and after the events of the Bible. "Guests" speaking in the first person recount experiences about the actual life and times, weather, economy, customs, games, reactions and responses. Children can talk and ask questions of the Bible character. The setup of this workshop is flexible enough to be adapted to any center activity that would complement the unit.

Intelligences: verbal linguistic

Kitchen/Science Workshop – Bread of Life Café and Mary and Martha’s Bed and Breakfast

Prepare and/or eat food as an illustration of the Bible story, whether in direct relation to the story, as a symbol of the story, or as benevolent cooking. Children love to prepare food with their hands and eat. The sensory experience of touching, eating, and smelling promotes a powerful experience of the story.

Intelligences: body kinesthetic, visual

Computers – Power Lab

Children are comfortable working with a computer and mouse. Most kids are more computer literate than Bible literate. This workshop will allow children to do research with the software Bible or Bible atlas, cross-reference Bible stories with scripture, create newspapers, create computer drawn pictures, develop crossword puzzles and games for classmates. There is a growing number of quality Christian software for teaching and exploring Bible times.

Intelligences: Logical mathematical, verbal linguistics

Journalism – Trinity World News (TWN)

This workshop invites a news room of reporters to produce a newspaper or a newscast of the events of the ancient Bible story. From the anchor desk or live on the scene reporters and witnesses, we get news of miracles, a weather report of sudden storms in the area or pillars of cloud. We could also print a newspaper with editorials, stories, and advertisements. While teaching each rotation's Bible story, the journalism workshop emphasizes where and how to find the story, facts of the story, Bible geography, Bible culture, and how the story fits into the larger story.

Intelligences: verbal linguistic

Entrance

A welcoming, exciting, colorful place to get information about the workshops and class assignments. A large bulletin board indicates workshop location for each class.

Moved By the Spirit

A place for children to gather and congregate at the beginning of the program. Time for worship songs prayer, offering, large group exploration of Bible story and verses, Bible bookmarks, and energizers. This is a place to be united as Trinity kids.

Workshop Leader Role Responsibilities

Faith Quest Adventurers – 1st – 5th Grade

- Teach the lesson plan. Have fun, enjoy the children and exercise your gifts as a creative teacher
- Set up your workshop room the way that works best for you. Be prepared, understand your lesson plan, have all your supplies. Make sure you know where keys are located if needed.
- Tidy the workshop at end of each lesson with the children
- Be a substitute workshop leader if called to do so
- Complete a written evaluation form at the end of your rotation unit. Please provide feedback so that we can continue to learn and improve. Thanks!

Adult Bible Study – We (you, Sarah, and possibly other workshop teachers) will be discussing the theology of the lesson from an adult perspective and then focus on the faith messages appropriate for the children. This is an important part of your lesson preparation. It will help you find the right words to answer some tricky faith questions put forth by our children. Preparation for the study will be to read scripture passages for your workshop.

Journal Time – The children will write in their spiritual journals at the end of the workshop for most rotations. This step in the lesson allows the children to focus on what has been learned and brings closure to the workshop lesson. Be prepared to have the children respond and reflect on the workshop lesson. Younger children will journal with pictures, progressing through the years to concrete responses and eventually to more abstract responses. It is hoped that writing about their faith will help in clarifying what faith means personally. The shepherds will help in encouraging ideas and concepts onto paper. The guides have a journal folder for each child.

Lesson Plans We write them but you own them. Please feel free to exercise your judgment and creativity when conducting the lessons. Basically, we ask that you follow the format, and deliver the key concepts through the planned activity. Variations on how you execute that activity are encouraged. If you radically change an activity, please contact Sarah to discuss. You will need to decide how best to adjust the lesson for older and younger students. Keep the children active and involved in activity. Do what works for you and the children.

Extra help Some holiday weeks or particular lessons may need extra help. Please call on a friend or your spouse to be an assistant. An extra pair of hands may help.

Bibles Use them! We ask the children to bring their Bibles every week. If we want to encourage this, we need to use them. Ask the children to read the Bible passages from their Bibles. Be sure to have extras on hand.

Key Bible Verse(s) for this lesson Each Rotation will have at least one Bible memory verse that is introduced in the Moved By the Spirit assembly. There might also be a scripture verse specific to your lesson. We are trying to encourage familiarity with key scriptures. Please reference one of these verses in your lesson. Ask the children to recite it. Display it in a prominent place in the room on the whiteboard, a poster board, 8x10 sheet of paper.

Room Set-up - Make sure you have all the supplies that you need. Display your Bible verse in a prominent way. Some of the rooms need to be used by other programs during the week so please put supplies in a safe, out of the way place. Certain workshops will have different needs and set-up. These can be discussed with Sarah prior to the rotation. We hope things are left as you expect them from week to week but coming a few minutes early and checking will relieve stress and allow you time to recover should you need it.

Activity Sheets You will want to ensure that the children have some activity sheets (crosswords, word searches, acrostics) or simple games to keep them busy if the lesson ends early. You can find resources from Sarah, the internet, or your own creative juices.

Music Please use every opportunity to allow the children to listen to Christian music. You might have some playing as the children enter, as background when appropriate or meditative soft music as the children are writing in their journals. Bring your own or check with Sarah for specific CDs. CD players can be found in the supply room.

Substitutes We hope that you have scheduled your unit at a time when you can fulfill the 3-6 week commitment, but we know that unexpected events happen. In this case, you will need to find your own replacement. The primary substitutes are other workshop leaders who have some experience in your workshop room. Next, call other workshop leaders. Finally, call Sarah for other possible suggestions.

Supplies General supplies are kept in the supply and workshop rooms across from the Youth Room. Apostles Playhouse costumes and props are in the "In His Image" dressing rooms and the prop closet at the end of the hallway on the 3rd floor. Most often Sarah will have your supplies in the room. You may need to find some prep time prior to the start of the rotation to prepare them for your needs.

Name Tags Please make sure every child and adult in your class has a name-tag. Please be sure to wear one yourself.

Guide Role Responsibilities

Faith Quest Adventurers 1st – 5th Grade

As Guide/Co-Guide/Helper of your class, you have a great responsibility; and you are very important in the process of transformation in our kid's lives. Your primary job is to love the kids and get to know them. Get to know what they like, what they're good at, what is going on in their lives - the highs and the lows.

We want you to be involved with the kids in the lessons during workshop time. A flyer is available for each rotation unit, explaining the key concepts to be learned and a glimpse of the workshop activities. Although you will not be presenting the lesson, you are urged to take an active part in the class, reinforcing the faith messages and encouraging the children. You are also to help with classroom discipline.

Your responsibilities are:

- **Welcome the Students** - Arrive by **9:20** in the "Moved by the Spirit" Hall. You may need to receive last minute instructions for the day and be ready to greet your children.
- **Take Attendance** - This needs to be done quickly, with as little interruption to the assembly as possible. Attendance sheets will be kept in your backpack. Make sure every child has a name-tag so the workshop leader can call the child by name. Collect the name tags at the end of the workshop. Visitors should be provided with stick-on temporary badges.
- **Journal Reflection Time** - This is a time, at the end of the lesson, to focus on what the children have learned and to bring closure to the lesson. The students will have journal notebooks to be stored in your backpack at church. Please be aware that some children will have learning difficulties in writing. Be prepared to assist them, offer ideas and help in writing, encourage them to draw or write in different creative ways. As a Guide, use this time to build on the relationship you have with your class.
- **Get to know your class** - You are the most important contact our kids have with the church. Your nurturing, loving and caring spirit will reach both the children and their families for the Lord. Phone calls, cards, and letters go a long way in encouraging our kids. Be aware of birthdays and other special events in their lives. Your role provides the ability to focus on the children and encourage attendance. Absentees and new visitors should be contacted with postcards welcoming them to Trinity and to Faith Quest. Postcards may be left in the office for postage and mailing.
- **Maintain discipline** in the workshop, encourage participation by students and assist leaders in the workshop activities. Please talk to Sarah and/or parents if some additional help or intervention is needed.
- **Substitutes** - You will need to find parent substitutes if both guides are unavailable. It is a good practice to encourage a parent volunteers to assist you from time to time. These parents will then be familiar with the routine should you need a substitute.
- **Pray** - For your students, for the other workers, and that God will use all of us to share our blessings with those placed in our hands.

Other Notes:

Co-Guides - It is your responsibility to plan out your joint schedule for the year. Please submit a copy to Sarah so I can know who to plan for and communicate with each week if necessary. Whenever possible, having both guides in attendance will strengthen the bond between you and the children and provide more consistency week after week.

Crowd Control - You may need extra help, especially in the beginning weeks of Faith Quest and on weeks that you can expect high attendance. Please call on the parents of the children in your class to help.

Guides Backpacks - Things you should keep in your backpacks: NAME TAGS (yours and the children's, some blank ones for visitors), Journal notebooks, pencils, pens, markers, a couple of scissors, tape, etc., the rotation schedule, your roster, spare Bible, activity sheets, Bible Trivia questions (for those vacant moments). Backpacks will be stored at church in a place TBD.

Post Cards - The church office will stamp and mail postcards for you - Happy Birthday, Welcome, We missed you! With advanced notice, the office can provide address labels for your roster if you want to do a class mailing.

Flyers - At the beginning of each unit of study, the children will receive a flyer to take home. This flyer briefly describes the Bible story and offers suggestion for family reflection and prayer.

Bible Bookmarks - Each week the children will be given a bookmark with a daily scripture to read. If a child returns the next Sunday with each day marked off and a parent signature they will receive a "treasure". If they can recite from memory one of the verses they will receive an additional treasure and a sticker that says "Ask me the treasure I have stored in my heart." They can then recite the verse to others.

Supplies are stored in the workshop and supply rooms across from the Youth Room. Everything is labeled and in a specific place. If you use a supply please put it back as you found it. If you do not see what supplies you need, please talk to Sarah.

Name Tags To replace lost name tags or obtain one for a regular visitor please talk to Sarah. Use stick-on name tags for visitors.

Faith Quest Adventurers Schedule

1st Rotation 2008

The Call of Moses (Burning Bush) – September 14-October 19

Week	Walkers Grade 1	Hikers Grade 2	Trekkers Grade 3	Climbers Grade 4	Flyers Grade 5
1	Holy Word Studios	Creation Station	Bread of Life Cafe	Power Lab	Apostle's Playhouse
2	Creation Station	Bread of Life Cafe	Power Lab	Apostle's Playhouse	Holy Word Studios
3	Bread of Life Cafe	Power Lab	Apostle's Playhouse	Holy Word Studios	Creation Station
4	Power Lab	Apostle's Playhouse	Holy Word Studios	Creation Station	Bread of Life Cafe
5	Apostle's Playhouse	Holy Word Studios	Creation Station	Bread of Life Cafe	Power Lab

Faith Quest Explorers Schedule

1st Rotation 2008

The Call of Moses (Burning Bush) – September 14-October 19

Opening Playtime (9:20-9:50 am)

Week	Seedlings 2 year olds	Buds 3 year olds	Sprouts 4 year olds	Blossoms Kind.
1	God's Playground	Sonshine Kingdom	The Promise Land	Creation Cove
2	Creation Cove	God's Playground	Sonshine Kingdom	The Promise Land
3	The Promise Land	Creation Cove	God's Playground	Sonshine Kingdom
4	Sonshine Kingdom	The Promise Land	Creation Cove	God's Playground
5	God's Playground	Sonshine Kingdom	The Promise Land	Creation Cove

