1

Off to a great start

Main idea

You are welcome here and you matter to God.

Questions answered

by this program

- What is this group?
- Can I join?
- What's going to happen here?

Bible Base

Matthew 19:13-14

For the leader

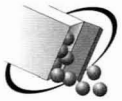
Read Mark 10:13-16 and Psalm 139:13-16 and think about what they mean for you and the children in your group.

All children are precious to God who knows and loves each one. This club provides an excellent opportunity to let children know they are welcome, especially children who may not feel that way elsewhere. Spend some time now praying that God will help you to make the most of this opportunity, that you will be like Jesus to all the children and that through you they will see something of God.

When the club is starting out everyone is keyed on you and you are setting the tone for participation. Enthusiastically join in doing the things you are asking the children to do and encourage all helpers and children to do the same, whether it's playing a game or sharing an opinion. Every child should feel included, valued and safe in the club environment.

If your group has never used Bibles before you may prefer to read the story dramatically or have the verses written on a large sheet of paper or overhead projector sheets. But always show them the Bible where the verses come from so they become familiar with it.

Before the session mark the place in the children's Bibles with a bookmark to make it easier for them to find.



Open the pack

Why? To create a fun atmosphere and get to know each other

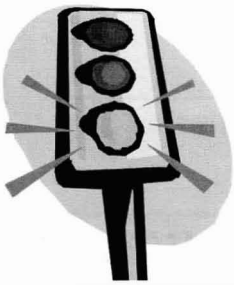
Needed: *Balloons, poster with club name or logo, four large cards. On one side write the numbers 1-4. (SUPA clubs can write the letters S,U,P,A instead.) On the other side write 'Games', 'Music', 'Jesus', '?'.*

Have some bright music playing. Cover the floor with balloons. Rub others on your sleeve so the static electricity lets them stick to the ceiling. As the children enter the room allow them to kick and throw the balloons while moving around to the music. Then tell them to burst all the balloons (including the ones on the ceiling).

Direct everyone to sit down in front of a poster containing your club name or logo. Welcome them to the club and introduce yourself if necessary.

Display the numbered side of the four cards. Turn each card over and as you do talk briefly about each element and answer questions.

- **Games** ... all sorts of games will be played.
  (You might like to invite children to say their favourites.)
- **Music** ... there'll be songs or music.
  (You could show the covers of some cassettes or CD you plan to use.)
- **Jesus** ... every week we will hear about Jesus, read about Jesus, ask questions about Jesus, talk to Jesus.
- **?** ... and every so often there will be a surprise or two.



SAY G'DAY

Needed: *A copy of Appendix 1* Say G'Day *for everyone, pencils. Some sweets for leaders to give out when someone says 'Hi!' to them.*

Get everybody to move arou[illegible] group and collect a different signature for each box on their page.

SONG: G'DAY, G'DAY

Needed: *Gospelling to the Beat 2 CD and player or leader with an instrument.*

Play *G'day, g'day*. Set an appropriate challenge, for the group to try to complete before the song finishes. It may be to give everyone a high five one or more times or handshake 15 different people.

Comment: Everyone here is welcome and part of our club. Jesus came because people, all people, matter to God.

Dig in

JESUS AND CHILDREN

Why? To find out from the Bible how Jesus treated children.

Pose the questions: What does Jesus think of children? How can we be sure?

Invite responses and explain that we can't ask Jesus now because he returned to heaven nearly 2000 years ago but we can read in the Bible the way he treated children.

Distribute the Bibles and direct children to Matthew 19.

Explain that a man who knew Jesus very well wrote this part of the Bible. Matthew saw this happen.

Ask for a volunteer to read verses 13 and 14.

Pose the question: What does this tell us about how Jesus treated children?

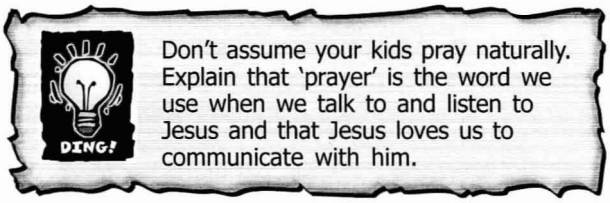
Chew on it

Why? To encourage them to think about themselves in relation to Jesus.

Invite everyone to imagine how they would feel if they were one of those children. How would they feel when the disciples wanted to send them away? What about when Jesus said to let them come? Have everyone think of one word to describe their feelings.

PRAYERS

If you think it's appropriate you might show how to turn their word into a prayer such as 'Jesus, I'm glad you like children. It makes me feel special. Thanks!' Suggest that those who want pray, substituting their own word for 'special'.



Don't assume your kids pray naturally. Explain that 'prayer' is the word we use when we talk to and listen to Jesus and that Jesus loves us to communicate with him.

MEETING JESUS

Form groups of 4-5 children to make up a role play of the Bible passage to show everyone.

Close the pack

Comment: Children are very special to Jesus. E[illegible]rson is very special to him. At this club we'll get to know Jesus as well as each other.

2

Off to a great start

Main idea

I matter to God; therefore I need to treat other people remembering that they matter to God too.

Questions answered

by this program

- What am I allowed to do in this group?
- What am I not allowed to do?
- How can I help to make this club the best place to be?

Bible Base

Matthew 22:36-39

For the leader

Children operate within sets of boundaries wherever they are - at home, at school, in the street. These boundaries help them to grow towards self-discipline. Your club will need to have a set of boundaries to encourage children to operate as a group and enjoy their times together. School based clubs need to reinforce the general rules of the school. Other clubs need to develop their own. When children are involved setting rules they are far more likely to keep them. Your role as leader then, is to point out the choices they have when a rule has been broken and encourage good choices.

Prepare beforehand 12 pieces of A4 paper each with a letter from the word 'CONSEQUENCES' written on one side. On the reverse side, in order, number the pieces. Fold each piece 4-6 times. As children arrive, give out the pieces, asking them to put it in their pocket for later.

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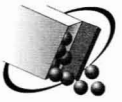


Open the pack

Why? To think about the importance of rules.

LINE JAZZ

Form teams of 4-10, lined up behind their leader. Explain that teams will gain points for being the first to rearrange themselves and sit down in the order you announce. Play several heats using these orders.

(Don't forget to check that the order is correct!)

1. Tallest to shortest
2. Alphabetical order on your first name
3. Youngest to oldest
4. Lightest to darkest skin colour
5. Shortest to tallest

The important part of this game is in the scoring. Be completely arbitrary in allocating points. For example, in the first heat, the winning team gains 50 bonus points because the person at the front of the line has blue eyes. In the second heat the slowest team gets 200 bonus points because someone had corn flakes for breakfast. Very soon the teams will begin to get confused and possibly upset because this is 'unfair'. Don't pursue the game too long.

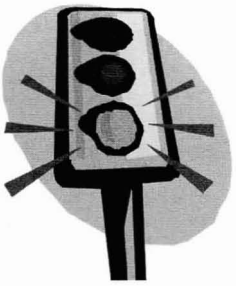
Pose the question: *What would make this game better?*

YOU SET THE RULES

Form four groups. Ask each to decide on the most important two rules for the following situations, a different situation for each group.

1. Stranded on a desert island.
2. In a football crowd.
3. In charge of the class.
4. Sleep over at your house.

Let groups share their rules.



Dig in

JESUS RULES

Why? To find out what Jesus said were the two most important rules.

Needed: *Bibles or a bright poster with the words of Matthew 22:36-39.*

Explain that Jesus told people God's rules. Read the words together.

SHOW ME!

Why? To think through the meaning of loving God and loving others

Give pairs or groups two minutes to think of a way of expressing Jesus' two most important rules in sign language.

Chew on it

Pose the question: *How could we make sure we kept those two rules in our club?*

Discuss specific ways of showing love for others. Write up rules you agree would make the club enjoyable and safe for everyone. You might like to use this acronym.

R espect everyone
U se only good words
L isten when others are speaking
E njoy yourself and help others to enjoy themselves too
S it, unless invited to move

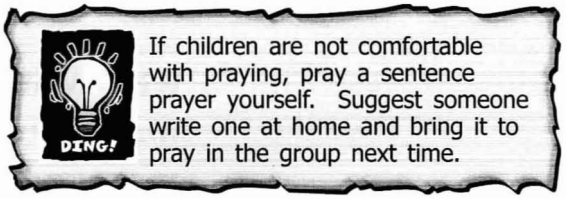
Invite the children who received letters to arrange themselves in order of the numbers to reveal the word 'CONSEQUENCES'.

Next to each line, discuss what the fair consequences might be if someone chooses not to keep that rule. For example if someone speaks or acts disrespectfully they need to apologise and try not to do it again.

GOD HELPS US KEEP THE RULES

Why? As a reminder that God will help us do what he wants and to start the children praying aloud in the group.

Invite someone to pray that you will all love God and love others better through the club.

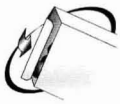


If children are not comfortable with praying, pray a sentence prayer yourself. Suggest someone write one at home and bring it to pray in the group next time.

LINE JAZZ AGAIN

Why? To show that groups work much better when everyone knows the rules

Finish with some different heats of Line Jazz, but this time with fair scoring.



Close the pack

Explain that you'll write up the rules and bring t[illegible] each week.

We need to love God and love others and our club rules will help us do that.

Appendix 1 for Session 1

See how many of these "G'day" activities you can complete. Every time you meet someone say "G'day", introduce yourself, do the activity and get them to sign under it!

Get someone to join you in singing the theme song to your favourite TV show.

Signature _____

Ask 3 people who their favourite band is and write them down here ...

_____

_____

_____

Signatures _____

_____

_____

Find 2 people with the same size shoe as you.

Signatures _____

_____

Feed a new friend a biscuit (get it from a leader)

Signature _____

Sit on the floor facing another person. Hold hands, put the soles of your feet together and stand up!

Signature _____

Say

Stand back to back with someone and tell each other what sports you like.

Signature

_____

Do 5 pushups with someone from a different year to you and find out who their teacher is!

Signature

_____

Find a leader, say "Hi" and see what happens! (Only once for each leader!)

Find a new friend and together find 5 words with 3 or more letters in "SUPA WELCOMES YOU".

Write them here.

_____

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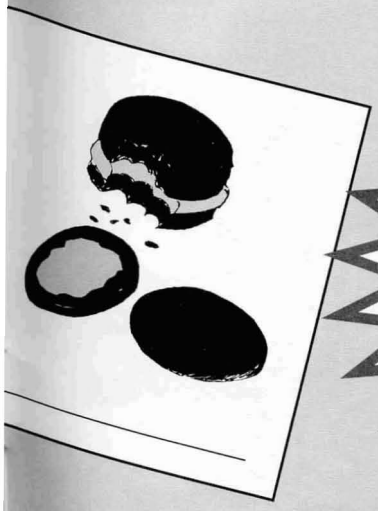

"G'day"!