

treasure chest

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e-NEWSLETTER FOR PEOPLE INVOLVED IN CHILDREN'S MINISTRY.

Produced by Children's Ministry Network in W.A. e: wa@cmn.org.au w: www.cmn.org.au/wahome



Have you been passing on the baton to the next generation?

It's on again!!! PASSING THE BATON Children's Workers'

TRAINING DAY & EXPO

Saturday 13th Feb. 2010 Churchlands Christian Fellowship Balcatta Rd, Balcatta WA 9.00am - 4.00pm

Keynote speaker: Terry Williams S.U. Qld 10 electives to choose from

Put it in your diary now!

Registrations open 20 Nov. 2009 Register before 28th January & receive early-bird discount. Group discounts (5+) also available.

Basic info available: www.cmn.org.au/batonexpo e: wa@cmn.org.au OR ph: (08) 9310 6220

THE BACK PEW - Jeff LARSON



The first shall be last and the last first.

750 Words from a fossil

(Part 1 of 2)

In 1991, our family visited the Stromatolites at Hamelin Pool near Denham in WA. Another visitor standing near us said, "I think these are the 2nd oldest living fossils in existence." As quick as a flash, our 8 y.o. daughter replied, "Meet my dad, he's the oldest living fossil."



Sometimes (well, on odd occasions) I feel she was right. I've been involved full time in children's ministry for well over 32 years and voluntarily for 11 years before that. What keeps this old fossil going?

Be convinced of your calling – There are days (or even weeks) when discouragement will set in and you'll feel like tossing in the towel. Have a good sleep & feed and then reflect on when God initially called you into his service. It'll bring you back to reality. If you are driven to serve, you'll burn out. If you are called to serve, you'll burn on.

Be convinced of your message – Ever felt like you're bashing your head against a brick wall? "These kids will never change no matter what I say." Remind yourself that the gospel is still 'the power of God unto salvation to those who believe'. Your message does have an eternal effect upon people.

Be regularly refreshed – Because you are constantly giving out from your resources, you need to be refilled otherwise you will dry up! Be refreshed physically (a bit of exercise is helpful), spiritually (develop a regular time with God), mentally (develop a planned reading program), socially (be involved with people who may be outside of your Children's ministry circle). Don't burn the candle at both ends (get plenty of sleep). Live a balanced life. An outer collapse may occur in our ministry if our inner strength is not renewed.

Be disciplined – By planning and preparing your presentations well in advance (more than the traditional 6 minutes!!!) you release yourself from unnecessary stress and frustration. Organise your time well and beware of the barrenness of a busy life! If our lives are in turmoil or undisciplined then our effectiveness as a leader is reduced.

Be accountable – The older you get, the easier it is for some of us to become lazy or slack in our ministry. Make sure you have someone who will regularly ask you the hard questions to make sure you are not wandering off the track.

Learn to delegate – You are not Atlas, able to take the whole world on your shoulders! Even Moses had to learn the 'Jethro principle' – the art of delegation. It's healthy to have a good working team surrounding you. It allows you to be away at times and know that the ministry is still happening. And that's good for your ego, to know that you are not irreplaceable!

... To be continued in the next issue

Rob Adams joined OAC Ministries in 1977 and lives in Western Australia. He is mainly involved in presentations in primary schools but also does kid's ministry in churches as well as training children's workers.

Games Kids Play

NEWSPAPER MADNESS

- Purchase several copies of the same newspaper. Make a list of things for the children to find. (Make sure you know what page it appears on.)
- Divide your kids into teams of about 4 or 5 (depending on the size of your group) and give each team a newspaper. They will then need to split it up equally amongst their team members. Place a chair an equal distance from each team.
- To play, call out an item to be found. The first person to find it runs to the chair and puts the newspaper page on it. The winning team gets 100 points.

Some possible items are:

Advertisement Cartoon
News article Sports photo
Letter to the editor Issue date



Variation: Instead of running to the chair, the first person to find it needs to stand up and shout out what page it is on.

10 KEYS TO SUCCESSFUL GROUP GAMES

- 1. Choose games to suit your purpose, e.g. team building, theme, ice breaker, etc.
- 2. Be sure the games you select are age appropriate and suitable for the venue. Don't be too competitive, especially with the younger children. It's better for a team to lose that for an individual to lose.
- 3. Choose games that will involve as many as possible.
- 4. Consider the safety factor. Especially where they may crash into each other.
- Explain the rules simply & clearly. Maybe even briefly demonstrate the playing of it.
- 6. Avoid playing games where children go out quickly. If they do go out then they can be bored. Have something for them to do or a way whereby they can get back into the game.
- 7. Have a signal (whistle) on which everyone stops.
- 8. Enjoy the game and be enthusiastic. Encourage the kids as they play (well done!, excellent!, wow!) Don't allow lulls to develop in a game; quickly move on.
- 9. The leader must always be fair and ensures that no bullying or bad sportsmanship occurs.
- 10. Have some additional games ready as a backup should you need them.

"Anyone who stops learning is old, whether at twenty or eighty."

Henry Ford

USING GAMES TO TEACH

Over the years parents & teachers have used games such as Scrabble, Upwords, crossword puzzles and word search games to help children develop their reading and spelling skills. You can also use a variety of games to either introduce a theme, supplement your teaching or actually teach a point. SU's Theme Games (Vol 1&2) are good as a resource of games to be used to help teach.

A few tips to be more effective ...

- 1. Give a brief introduction "Today we are talking about God. This next game helps us to understand something special about God. When we have finished the game, I'll ask someone to tell me what this game has taught us about God." The reason for saying this is to help get the kids to think about the game as it is being played rather than just playing a game and that's all.
- 2. Make sure your explanation of the rules of the game are clear. Partly demonstrate the game if necessary.
- 3. Before you reward the kids who were involved, give a little bit of teaching. Then reward the kids, have them sit down and then do a little extra teaching. Reward may be clap/ thank you/positive encouragement/ lollypop
- 4. Use questions to help with your teaching.
 - a) Debriefing ... "How did you feel when?"
 - b) "What does that game help us understand about ...?"
- 5. Use link statements:
 - a) Just as ... so also
 - b) In the same way ...
 - c) That reminds me ...
 - d) We played that game because I wanted you to think about
- 6. Review later in the program.

"Remember when we played the horizontal bungy game, who can tell me what that taught us about God?"



Games Resources:

- Fun Packed Fillers. 70 games that take between 30 seconds & 3 minutes. (\$5.50) OAC Ministries (08) 9310 6220
- Theme Games (Vol 1 & 2) Scripture Union
- 52 Games & Activities (\$15) KidsReach (02) 4571 4276
- Children's Ministry Games demonstrated on DVD (normally \$22; KidsReach sale price \$15 for a limited time) Peter Lusk and Brett Visser - available from KidsReach (02) 4571 4276
- Play It! Wayne Rice & Mike Yaconelli (Youth Specialties) -Zondervan Publishing House
- Play It Again! Wayne Rice & Mike Yaconelli (Youth Specialties) -Zondervan Publishing House
- Games For All Occasions Ken Anderson and Morry Carlson -Zondervan Publishing House
- Quick Games for Children's Ministry Group Publishing
- Junior High Game Nights Dan McCollam & Keith Betts -(Youth Specialties) - Zondervan Publishing House
- More Junior High Game Nights Dan McCollam & Keith Betts (Youth Specialties) Zondervan Publishing House
- Fidget Busters Jolene L. Roehlkepartain Group Publishing
- Humongous Book of Games for Children's Ministry Group Publishing
- A Compact Encyclopedia of Games Games Games Mary Hohenstein Bethany House Publishers
- Games For All Ages and How To Use Them Marjorie Wackerbarth and Lillian S. Graham - Baker Book House
- Great games websites -

www.thesource4ym.com/GAMES www.egadideas.com www.gameskidsplay.net www.theideabox.com www.funandgames.org www.webeans.net/hutt/gamespinners.htm www.pastor2youth.com/index.php