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by other leaders in a single group meeting together.
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Listed on the following pages are supplies out of the ordinary. The items listed just below are items you will need regularly and will not be listed by meetings.

- Praise Music
- CD with the Old Testament and New Testament books
- Bibles
- CD player
- construction paper
- crayons
- fine-point markers
- glue
- hole punch
- large paper
- markers
- pencils
- permanent markers
- poster board
- scissors
- stop watch, timer, or clock with a second hand
- tape (clear or masking)
- writing paper
- yarn

Introductory Meeting

- name tags
- enrollment forms
- a large paper bag
- two buckets
- two dowel rods with a magnet secured to a string on each
- a shower curtain liner
- a beanbag
- a large road map
- video projection equipment
- a small paper bag
- a key ring (at least 1½ inch ring) with a lanyard for each child
- One 9-by-12-inch 2-mm foam sheet for each case.
- strips of hook and loop fastener
- embroidery thread that contrasts with the color of the foam
- large embroidery needles
- cookies
- punch
- napkins and cups
- a simple pocket folder for each child
- puffy paint
- stickers
- markers
- adhesive labels

Meeting 2

- three beanbag animals or beanbags in three colors

- blank cards
- adhesive putty
- a small plastic bucket filled with O-shaped cereal or small candies
- heavy colored cardboard or craft foam
- wiggle eyes
- narrow ribbon
- beads
- sequins
- glitter glue
- faux fur
- rice or rice-shaped pasta
- a handful of coins
- pet theme stickers
- stapler
- zip-lock bags
- a bulk bag of dog or cat treats

Meeting 3

- clothespins
- a gift bag
- two six-foot lengths of clotheslines cord
- an eraser for the marker board or the chalkboard
- glitter glue or glue and glitter

Meeting 4

- four balloons
- self-stick notes
- key rings
- two beanbags
- a basket
- Giant Game Floor Mat
- two hula hoops
- two jump ropes
- one large, soft ball
- two empty, air-dried water bottles
- craft foam
- one cup of dry colored sand
- two address labels
- colored duct tape
- a measuring cup with a pour spout
- beads or stickers
- a small plain gift bag
- ribbon
- stamps
- stickers
- individually wrapped chocolate or hard candies

Meeting 5

- two baskets
- index cards
- a foam ball
- pennies
- balloons
- Giant Game Floor Mat

- gift bags
- empty soda cans
- craft foam
- duct tape
- self-adhesive hook-and-loop fasteners

Meeting 6

- a clean flyswatter
- five disposable plastic cups
- novelty toys such as bugs, or loosely fasten bug-shaped stickers for coins or tokens
- wooden clothespins
- craft foam
- roll-up party blowers
- large wiggly eyes
- hole punches
- chenille stems
- wire cutter and craft knife
- chenille stems
- a bulk bag of lollipops

Meeting 7

- a large box or tub filled with foam packing peanuts
- paper sacks
- clothespins
- string
- a large trash bag
- a trash can
- television and CD projector or computer
- newspaper
- rubber bands
- oven-bake clay
- disposable aluminum pans or foil
- a toaster or conventional oven
- parchment-type stationery.
- calligraphy pens and ink
- fountain pens and ink
- paper towels
- golf pencil
- glitter pens
- craft foam

Meeting 8

- two small paper sacks
- envelopes
- index cards
- a soft beach ball
- balloons
- denim fabric
- straight pins
- large-eye needles
- thread
- beads or ribbon
- fabric glue
- craft sticks
- paper towel cardboard tube
- ribbon
- tissue paper

- individually wrapped candies
- stickers
- stamps
- ink

Meeting 9

- 2-by-2-inch self stick notes
- a basket
- five paper plates
- index cards
- envelopes
- a counter bell
- Giant Game Floor Mat
- traffic cones or folding chairs
- balloons
- trash bag
- a small foam ball
- felt rectangles
- fabric markers or paint pens
- a soft foam ball
- gospel tracts
- empty one-liter drink bottle
- plain milk chocolate candy
- chenille stems
- colored paper

Meeting 10

- zip-lock bags
- a beanbag
- a sand timer
- a whistle
- paper clips
- small stickers
- envelopes
- cardboard

Meeting 11

- packing peanuts
- chopsticks
- five takeout containers
- a beanbag
- pennies
- highlighters
- index cards
- a large basket or container
- a soft or foam ball
- large disposable cups
- table tennis balls
- two colors of sticky notes
- two blindfolds
- chenille craft stems
- pony beads
- modeling clay
- craft foam sheets
- brass brads

Meeting 12

- sheets of blank labels
- two colors of disposable plastic cups
- a beanbag

- plastic putty adhesive
- a small bag
- a tap light
- five empty boxes
- newspaper
- yellow craft foam
- black craft foam
- overhead transparency film
- tacky craft glue
- round and rectangular glue-on gems
- a map of your city or county
- envelopes
- red and green stamp pads
- a variety of rubber stamps
- file folders
- red and green tape flags

Meeting 13

- yellow plastic disposable plates
- dry erase and permanent markers
- paper towels
- a beanbag
- two mailer tubes
- eight small plastic cones or 2-liter bottles filled with water
- transparency film
- fabric markers
- one T-shirt per child
- a manila file folder
- flannel
- several colors of felt
- fabric glue

Meeting 14

- a beanbag
- four boxes
- a ball
- a paddle ball
- thin-lined markers
- small stickers
- paper clips
- small envelopes

Meeting 15

- 1½-by-2-inch self-stick notes
- a small gift bag
- a beanbag or a soft foam ball
- a gift bag
- 20 plastic cups
- several heavy-duty paper plates
- two blindfolds
- table tennis balls
- gift wrapping paper
- a map of the layout of the church's education space
- rubber bands

Meeting 16

- five craft sticks
- a beanbag
- Giant Game Floor Mat
- blindfolds for half the number of children
- bars of soft soap (such as one used for babies or that floats)
- plastic knives
- toothpicks
- table coverings
- ribbons and sequins
- small straight pins
- magazines
- shaped craft scissors

Meeting 17

- star and heart-shaped stickers
- basket
- a penny
- a table tennis ball
- a large paintbrush (preferable one-inch brush)
- water color paints
- paper towels
- at least one hair dryer but preferably one per every three children
- a hole punch
- tempera paint
- paper clips
- plastic bottles (either one or two liter) with caps
- small stickers

Meeting 18

- index cards
- a large cardboard box
- pushpins
- Giant Game Floor Mat
- paper plates
- a water bottle
- paper clips
- ribbon
- pony beads

Meeting 19

- envelopes
- an oversized teddy bear or stuffed animal
- a baby blanket
- a Giant Game Floor Mat
- three beanbags or beanbag animals
- dry erase board
- dry erase marker
- light-colored unprinted pillowcases
- corrugated cardboard
- fabric painting supplies
 - fabric paint pens
 - spray-on fabric paint
 - puffy/dimensional fabric

- paint
 - letter stencils
 - sponges
 - fabric paint
 - brown or white lunch bags.
 - a large shopping bag

Meeting 20

- a gift bag
- index cards
- small bar of soap
- heavy paper or craft foam
- sports stickers
- zip-lock bags
- washcloths
- personal soaps
- trial-size shampoos
- conditioners
- lotions
- toothbrushes
- small tubes of toothpaste
- cards with church name, address and phone number

Meeting 21

- string
- two folding chairs
- 27 clothespins
- Giant Game Floor Mat
- a bell or chime
- balloons of several colors
- buttons
- plastic traffic cones or two-liter bottles
- a heavyweight paper plate
- puzzle pieces
- spray paint
- tacky glue
- stickers
- six-inch square of cardboard
- a ruler
- origami paper or light colored copy paper

Meeting 22

- lightweight paper plates
- a 12-cup muffin tin
- buttons
- paper baking cups
- paper bags
- two tube socks
- two firm oranges
- two small foam balls of different colors
- small pill bottles with lids
- small bowls
- craft sticks
- a large jar of petroleum jelly
- one or more of these flavoring extracts:
 - strawberry, peppermint, coconut, almond, or cherry
- paper towels or wipes

- gummed address labels
- small pads of self-adhesive notes
- assorted small stickers

Meeting 23

- sticky notes
- a blindfold
- plastic cups
- craft sticks
- craft foam
- bandannas
- envelopes
- ice cubes
- paper towels
- three beanbags or balls
- tube socks or bandannas
- two beach towels
- beach ball
- small inexpensive mirrors
- a variety of small craft foam shapes or craft foam that can be cut into shapes

Meeting 24

- nametags
- a bucket
- a dowel rod and string
- a strong magnet
- paper plates
- a paper bag
- a small grill
- a pair of kitchen tongs
- flashlights
- several sticks
- red, orange, and yellow craft foam or poster board
- a large campfire pot
- a ladle
- Giant Floor Game Mat
- one small stuffed animal
- two sleeping bags
- note cards
- small magnets
- golf pencils
- zip-lock bags
- graham crackers
- chocolate candy bars
- marshmallows
- foil paper
- a knife for spreading

Meeting 25

- blank index cards
- marker board and dry erase markers or a large chart tablet and markers
- grocery bags
- two old pair of sunglasses
- craft sticks (plain or colored)
- tiny stickers
- one colorful plastic cup for each child
- glue-on gems and tacky

- craft glue or self-stick foam shapes (available in bulk at craft stores)
- one shoe box or gift box
- balloons
- streamers
- noisemakers

Meeting 26

- a dowel rod
- a magnet
- string
- self-stick notes
- a small basin
- a towel
- paper bags
- paper clips
- two beanbags
- empty soda cans
- quick-dry spray paint
- scraps of felt or heavy paper
- cotton balls
- newspapers
- a large spoon
- cards
- shape craft scissors
- small dried flowers
- sequins
- small punches
- glitter pens
- sports stickers
- ½-inch ribbon
- clear self-adhesive paper for laminating
- clear packing tape

Meeting 27

- balloons
- a button
- yellow, plastic disposable plates
- dry erase markers
- paper towels
- two beanbags
- straight pins
- cookies
- punch
- cups
- napkins
- four large trash bags
- clothes hangers or plastic hangers
- craft foam
- ribbon
- bags of microwave popcorn
- tissue paper
- gift wrapping paper
- stickers or stamps and ink pads

Meeting 28

- Giant Game Floor Mat
- a beanbag
- two battery-operated tap

- lights or two counter bells
- a bucket or a basket
- unshelled peanuts
- a shallow container such as a large tray or cookie sheet
- plastic spoons
- craft sticks
- magnetic tape
- paper plates

Meeting 29

- two paddle ball games
- a suitcase
- a tap light or a counter bell
- a cup
- a shirt
- a book
- a movie
- a dollar
- a CD
- a candy bar
- a towel
- two-liter bottles
- a tennis ball
- a plastic bat
- a foam ball and a basket
- blank note cards
- colored stamp pads
- adhesive backed magnets
- envelopes
- plastic or glass, clear plates
- acrylic or tempera paint
- brushes
- plastic bowls
- paper towels
- clear spray matte paint
- a hair dryer
- newspapers

Meeting 30

- a beach ball
- sticky toys
- a blindfold
- toilet paper
- a soft foam ball
- wired ribbon
- a variety of beads
- craft glue or glue dots
- tapestry needles
- embroidery thread
- plain sugar cookies
- canned frosting
- a variety of cake decorating items (sprinkles, small tubes of decorator icing, colored sugars, or chocolate chips)
- paper plates
- plastic knives
- plastic sandwich bags
- ribbon

Meeting 31

- two large plastic hoops
- 1½-inch-by-2-inch sticky

- notes
- small star-shaped stickers
- paper plates
- adhesive name badges
- coins
- adhesive putty
- two foam flying disks or aluminum pie plates
- a rigid plastic foam ball
- thin floral wire
- pony beads
- a brightly colored foam ball or beanbag
- gel pens

Meeting 32

- dry erase markers
- paper towels
- sheets of labels
- yellow plastic plates
- disposable cups
- a paper plate
- a large mixing bowl
- plastic spoons
- a rigid foam egg carton
- a wooden spoon
- a dish towel
- toothpicks
- a numbered cube
- magazines
- colored tissue paper
- glitter pens
- puffed paint pens
- cotton swabs
- hymnals
- a worship bulletin.

Meeting 33

- Giant Game Floor Mat
- a beanbag
- one large, soft ball
- duct tape
- balloons
- soccer ball
- one broom
- four hula hoops
- three plastic cones
- one mailer tube
- craft foam
- large eye needles
- plastic lacing
- decorative shapes such as beads and rhinestones
- plastic cups
- braids
- self-adhesive magnet strips
- note cards
- gel pens

Meeting 34

- brads
- a small foam ball
- a current issue of Bible Express
- wide duct tape

- small paper cup
- two shallow baskets
- a bag of pretzel twists
- straws
- two baskets or bags
- narrow ribbon
- several large cardboard boxes
- sheets of gummed address labels
- copies of several devotional magazines

Meeting 35

- flowers
- pink, yellow, and blue sticky notes
- wiggly eyes
- cotton balls
- staplers
- transparencies
- a world map
- a beanbag
- note cards

Meeting 36

- dry erase markers
- paper towels
- pennies
- five plastic hoops
- inexpensive party leis
- two coconuts
- 10 bottles of water
- a foam pool noodle or inflatable tube
- a volley ball
- beach towels
- adhesive magnetic strips
- a paper bag for the buns
- a small grill
- a pair of kitchen tongs
- bamboo skewers
- self-stick address labels
- broom handle or a pool noodle
- a blanket
- an inflated beach ball
- blue craft foam
- modeling clay
- flat bottom decorative marbles (or stones)
- wooden ice cream spoons
- salvation tracts
- devotional magazines
- information flyers about your church
- zip-lock plastic bags
- blank index cards
- sunshine stickers or sun shaped rubber stamps and yellow or orange ink pads

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 they 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 that 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 helps have fun—thrills, at the same time! It provides fun, keeps-kids-moving, and gives hands-on ideas for guiding children to locate, learn, and apply Scripture to daily living.

The meetings include a variety of experiences that are sure to appeal to each child’s preferred way of learning. Every child will be given the opportunity to learn Bible books, verses, Key Passages, and divisions; Bible book content; 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 Blue Cycle is the third of three cycles. The grades 4–6 Blue Cycle meetings cover the 25 Bible verses for Children’s Bible Drill plus some bonus verses, 10 Key Passages, and the books of the Bible. The grades 1–3 Blue Cycle meetings lay the foundation for the grades 4–6 Blue Cycle. First through third graders will learn eight verses and 10 Key Passages that match eight of the 25 verses and all the Key Passages being learned by 4th–6th graders. The Bible stories for grades 1–3 and 4–6 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. After participating for three years, older children will have had the opportunity to learn and apply at least 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 children in grades 4–6 for Children’s Bible Drill.

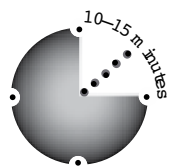
What kind of space do I need?

You will need at least one room large enough for the children you expect (25 square feet 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.

If you are including Children’s Bible Drill, provide a separate room for their Bible Skills Option so that they will not be distracted by the other options.

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)

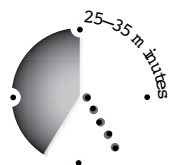
Each meeting begins with Bible Skill Centers for skill review and development. The children may

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 is always a possible Skill Center choice. All the children in Children's Bible Drill should begin with the Skill Check List.

The "Skill Check List" can be found on page 22 of these administrative pages or may be printed from the CD (Item 1). Print out one for each child and keep them in a folder or binder. The 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. You can find the CD with its leader helps 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 music activity, a simple craft, or a writing activity. Some activities are planned to be completed independently by the children. Other activities are designed for a leader or parent to give guidance.



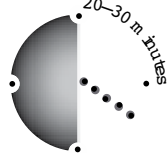
Group Skills (25–35 minutes)

A gathering game will begin the Group Skills time. This game will focus the children's 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, practice locating Key Passages, Bible people, 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 the children choices. Plans provide four choices in each of the 36 meetings. A church may decide to offer from one to four options at

each meeting. Each option is designed for six to eight children. Each meeting contains one page for each Skill Option.

Skill Options are all about choices. Not only is the child given a choice, but you also have a choice. Keep in mind that if an option activity for a meeting does not meet your needs, 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 to this 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 fourth through sixth graders includes focused Bible skill development games, activities, instruction, and practice in Children's Bible Drill. All of the children in Children's Bible Drill should select this option.

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

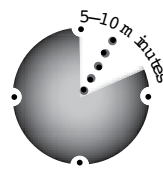
The Service Option includes learning, planning, and participating in individual, family, church, and community service projects that help children apply memorized Scripture and biblical learning. Children may make something to give away, discover things they can do to help someone, or learn a skill which 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. Content for Family Bible Skills to Go may be found at the end of each Group Skills section.

Family Bible Skills to Go suggestions provide a time to communicate learning and information

with the parents. It can help the parents know



how to help their child continue learning and applying Scripture. The children and family members may participate in a skill activity together. Sometimes the children

will present a drama, song, drill demonstration, or information about a family project.

How does a meeting flow?

When a child enters the room, he chooses a Skill Center activity and begins. He may move to as many Skill Centers as he chooses until time for Group Skills to begin. The children in Children's Bible Drill always begin with the Skill Check. Other children may also wish to begin with the Skill Check.

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 the children in learning and practicing skills together through games, Bible stories, 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 options, 30 minutes at each.
Family Bible Skills to Go—10 minutes

Skill Option Recommendations

If your group has 10 or fewer children, offer one or two options during each meeting. If you only offer one each meeting, change the option provided at least every two weeks. This is recommended so that each child has a variety of choices that allow her to choose to learn in the way she 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 will help you make choices about which options to offer. Offer options your children will most likely enjoy. If you can only choose two options for each meeting, vary the options offered each month. For example, if you offer Recreation and Bible Skills one week, offer Service and Crafts the next week. 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 to Go with grades 4–6 together.

What resources do I need?

One leader guide and leader pack per group.
One activity book for each child.
Every child will need a Bible. The Bible is used throughout every meeting.

Bible Skills, Drills, & Thrills Leader Guide
Grades 4–6 Blue Cycle (005749429)
Bible Skills, Drills, & Thrills Activity Book
Grades 4–6 Blue Cycle (005749426)
Bible Skills, Drills, & Thrills Leader Pack
Grades 4–6 Blue Cycle (001303909)
E-Bible Skills, Drills, & Thrills Leader Pack
Grades 4–6 Blue Cycle (Digital Version
005749325)

Bible Skills, Drills, & Thrills Leader Guide
Grades 4–6 Blue 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. 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 Activity Book
Grades 4–6 Blue Cycle—translation-neutral activities that help the child explore the verse meaning, Key Passage, story, and application to her life. One or both pages will be completed during the meeting time.

Bible Skills, Drills, & Thrills LeaderPack Grades 4–6 Blue Cycle—posters, gameboards, cards, and other visuals for use during the meetings.

Verse Cards

- Bible Skills, Drills, & Thrills Verse Cards
HCSB Blue Cycle (Pkg. 10) 005749430
- Bible Skills, Drills, & Thrills Verse Cards
KJV Blue Cycle (Pkg. 10) 005749431

Other helpful resources:

- Giant Game Floor Mat 005408950
This reusable 43-by-75-inch vinyl mat has 20 clear pockets and can be used with several games suggested in the leader guide.
- Children’s Bible Drill Bibles—These Bibles are designed for use in Children’s Bible Drill.
HCSB Drill Bible 005531995
King James Version 005670783

CHILDREN'S BIBLE DRILL SCORE SHEET

CALLS	1	2	3	4	5	6	7	8	9	10	11	12
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												
17												
18												
19												
20												
21												
22												
23												
24												
The highest score possible:												
Subtract the number of errors:												
TOTAL SCORE:												

Bible

Skills Drills & Thrills

A Fun Filled Bible Skills Curriculum

Bible

Skills Drills & Thrills

A Fun Filled Bible Skills Curriculum

Bible

Skills Drills & Thrills

A Fun Filled Bible Skills Curriculum



Grades 4-6 CD Leader Helps

Print cards, sheets, posters, and other helps from the CD to make teaching easier. The items are in color but can be printed in black and white. You may wish to print them and cover them with clear adhesive plastic to use each time you teach this cycle. 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 the CD and the meetings each is used:

Bible Skills, Drills, & Thrills Grades 4-6 CD Contents

CD Item A Parent Sign-Up	Introductory Meeting
CD Item B Parent Letter	Before Introductory Meeting
CD Item C Stationary	Before Introductory Meeting
CD Item D Newsletter	Before Introductory Meeting
CD Item E Logos	Throughout cycle
CD Item F Four Calls	Before Introductory Meeting
CD Item G Writing a Drill	Before church drill
CD Item H Score Sheet	Before church drill
CD Item I Enrollment Form	Introductory Meeting
CD Item 1 Skills Check List	Throughout cycle
CD Item 2 Bible Drill Techniques	Throughout cycle
CD Item 3 Bible Drill Commands Poster	Throughout cycle
CD Item 4 Divisions of the Bible Cards	Throughout cycle
CD Item 5 Books of the Bible Cards	Throughout cycle
CD Item 6 Books of the Bible Key Ring Cards	Throughout cycle
CD Item 7a Bible Verse Cards (HCSB)	Throughout cycle
CD Item 7b Bible Verse Cards (KJV)	Throughout cycle
CD Item 8a Bible Verse Key Ring Cards (HCSB)	Throughout cycle
CD Item 8b Bible Verse Key Ring Cards (KJV)	Throughout cycle
CD Item 9 Key Passage Title and Reference Cards	Throughout cycle
CD Item 10 Key Passage Key Ring Cards	Throughout cycle
CD Item 11 Small Cube	Throughout cycle
CD Item 12 Bible Skills Labels	Throughout cycle
CD Item 13a Bible Verse Labels (HCSB)	Throughout cycle
CD Item 13b Bible Verse Labels (KJV)	Throughout cycle
CD Item 14 Bible Book Description Cards	Throughout cycle
CD Item 15 Key Ring Case Pattern	Introductory Meeting
CD Item 16 Memory Word Cards	Meeting 2
CD Item 17 Round Robin Phrases	Meeting 3
CD Item 18 Good Samaritan Story Strips	Meeting 3
CD Item 19 Bible Skills Questions	Meeting 4
CD Item 20 Gathering Game Action Cards	Meeting 5
CD Item 21 Crossword Challenge	Meetings 6 and 12
CD Item 22 About the Bible Matchup Facts	Meeting 7
CD Item 23 Review Statements	Meeting 8

CD Item 24 Giant Game Floor Mat Cards	Meeting 9
CD Item 25a Cutouts–HCSB	Meeting 10
CD Item 25b Cutouts–KJV	Meeting 10
CD Item 26 String Along Helps	Meeting 10
CD Item 27a The Widow’s Offering–HCSB	Meeting 11
CD Item 27b The Widow’s Offering–KJV	Meeting 11
CD Item 28 Felt Shapes	Meeting 13
CD Item 29 Story Strips	Meeting 14
CD Item 30 Heart Love Notes	Meeting 17
CD Item 31 On Target Questions	Meeting 17
CD Item 32 Power Pocket Review	Meeting 18
CD Item 33 Ring It	Meeting 18
CD Item 34a Verse Completion Sections (HCSB)	Meeting 19
CD Item 34b Verse Completion Sections (KJV)	Meeting 19
CD Item 35 Bringing a Friend to Jesus	Meeting 19
CD Item 36 Key Passage Riddles	Meeting 20
CD Item 37 Stand-Up Figure Patterns	Meeting 20
CD Item 38 Ministry Descriptions	Meeting 20
CD Item 39 Drill Commands	Meeting 21
CD Item 40 Star Stories	Meeting 24
CD Item 41 Family Names and Situations	Meeting 28
CD Item 42 Plate Title	Meeting 29
CD Item 43 Major and Minor Prophets Book Names	Meeting 30
CD Item 44 Quote Strips	Meeting 30
CD Item 45 Space Cards	Meeting 31
CD Item 46 Worship Definitions	Meeting 32
CD Item 47 Giant Letters	Meeting 33
CD Item 48 Charades Statements	Meeting 34
CD Item 49 Hours of the Day	Meeting 34
CD Item 50 Completion Certificate	Meeting 36
CD Item 51 Children’s Bible Drill Demonstration Video	Throughout Cycle

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 Blue Cycle. The list also shows which meetings each pack item is used.

Pack Contents

Pack Item 1a Game Zone Gameboard	Throughout Cycle
Pack Item 1b Game Zone Pieces	Throughout Cycle
Pack Item 1c Game Zone Bonus Tickets	Throughout Cycle
Pack Item 2 On Target Gameboard	Throughout Cycle
Pack Item 3 Books of the Bible Poster	Throughout Cycle
Pack Item 4 Publicity Poster	Administrative Pages
Pack Item 5 How to Memorize	Introductory Meeting
Pack Item 6 Peek Over Pet Patterns	Meeting 2
Pack Item 7 Old Testament History Puzzle	Meeting 4
Pack item 8 Joyful Action Cards	Meeting 5
Pack Item 9 Abram Gets a New Name	Meeting 8
Pack Item 10 Occupation Cards	Meeting 9
Pack Item 11 Cabbie Coaster patterns	Meeting 12
Pack Item 12 Go Guy	Meeting 13
Pack Item 13 Key Passage Tie Up	Meetings 14, and 16
Pack Item 14 We Prayed for You Notes	Meeting 15
Pack Item 15 Sign Language for John 4:24	Meeting 16
Pack Item 16 Rebus Cards	Meeting 17
Pack Item 17 Secret Message Card	Meeting 18
Pack Item 18 Gridlock Gameboard	Meeting 19
Pack Item 19 Key Passage Tiles	Meetings 21 and 33
Pack Item 20 Old Testament Divisions Spinner	Meeting 22
Pack Item 21 New Testatment Divisions Spinner	Meeting 22
Pack Item 22 Key Passage Wheel	Meetings 22, 25, and 35
Pack Item 23 Key Passage Cover-Up	Meetings 23, 26, and 31
Pack Item 24 Hotdog Match	Meetings 24, and 36
Pack Item 25 Lydia's Story Color Cards	Meeting 25
Pack Item 26 Helping Hand	Meeting 27
Pack Item 27 Review Calls	Meeting 33
Pack Item 28 Seek, Save, and Lost Story	Meeting 35
Pack Item 29 The ABCs Story	Meeting 35
Pack Item 30 The Big Island Hop Centerpiece/Gameboard	Meeting 36

What is OK to copy?

Each group may copy Bible Skills Center and Skills Option pages from this leader guide as needed for Skill Center or Skill Option leaders and pages on the CD. Activity Book pages may not 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.

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 checklist to keep track of each child's progress. You can use points to earn prizes or pins.

How do I decide which translation to use?

If your church participates in Children's Bible Drill, it is important for all children to use the same translation. The choices are Holman Christian Standard Bible (HCSB) or King James Version (KJV). Children's Bible Drill leaders should contact their association or state convention offices to determine which translations they will be using in the drills. (See www.sbc.net/stateconvassoc.asp for how to contact your convention.)

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 the CD (Item A).

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 Option 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 might be the same leaders for the 36 meetings, might rotate months, serve one week each month, or alternate weeks or months, or another option.

When do I use each cycle?

Each cycle supports Children's Bible Drill preparation, so each will be available as follows:

Blue—2015-2016

Green—2016-2017

Red—2017-2018

Blue—2018-2019

Green—2019-2020

Red—2020-2021

Cycles will continue to repeat.

Promotion and Teacher Ideas

Bible Skills Retreat ideas to start learning

- Plan a parent/child retreat. Do the Introductory Meeting activities in an overnight setting.
- Plan a dinner and then move into the Introductory Meeting.
- Plan an overnight. Do part of the Introductory Meeting on one night. Let the girls and moms spend the night at one house and the boys and dads stay at another house. Come back the next morning for breakfast and finish the meeting.
- Plan an all-day Introductory Meeting on a Saturday. In addition to the Introductory Meeting activities, plan to use games and Bible Skills activities from other meetings. Also include lunch and refreshments.

Promotion Ideas

- Two weeks before the first meeting, hang the Publicity Poster" (Pack Item 4) including the information about when, where, and what time your meeting will take place. You may laminate this poster, use a wipe off marker, and plan to use it the next time you repeat this cycle.
- Send a letter to parents. This letter will include information explaining Bible Skills, Drills, & Thrills and will encourage them to participate each week in Family Bible Skills to Go. CD Item B is a letter which can be customized with your church's information and then copied on the stationery (Item C).
- Run an article in your church newsletter. Item D is an example. Add your church information and a logo.
- Plan to go to Children's Bible study classes and make an announcement or distribute flyers. Item E or page 19 provides different logos that you might use on a simple flyer.
- Consider a skit in the worship service with a drill demonstration by the pastor, perhaps done humorously with the pastor having difficulty. Then suggest that he and all the children attend Bible Skills, Drills, & Thrills.
- Set up a booth. Include some of the games.

T-Shirts Add to the Fun

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

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. A few other ideas are: TBYTE—The Bible You Take Everywhere, Bible Skills & Drills, The WORD Company, Bible Club, or another group name. The Children's Bible Drill Option will continue to be called Children's Bible Drill.

Certificate of Completion



has completed
this year's Bible Drill at

Date: _____ **Signed:** _____

Levels of Bible Skills

Bible Skills, Drills, & Thrills provides systematic plans for developing Bible skills in your children. Below are listed items from the Levels of Bible Skills chart and the meetings where they are emphasized. Additional Bible skills will be covered in each meeting.

Can identify if a book is in the Old or New Testament.	Meeting 2, 6, 10, 11, 12, 13, 14, 15, 17, 18, 21, 22, 23, 24, 26, 27, 28, 29, 30, 33, 34, 35, 36
Can identify all the books of the Old Testament and all the books of the New Testament.	Meeting 20, 21, 22, 23, 24, 25, 27, 28, 29, 30, 31, 33, 34, 35, 36
Can pronounce some of the names of Bible people, places, and things mentioned in the Bible.	Meetings 3, 4, 5, 8, 10, 11, 13, 15, 17, 22, 23, 24, 27, 28, 29, 30, 33, 36
Can pronounce most of the names of Bible people, places, and things mentioned in the Bible.	Meeting 14,16,20
Can locate some of the books in the Bible and, many of them in a limited time frame.	Meeting Introductory, 2, 3, 4, 5, 6, 8, 9, 10, 11, 12, 14, 15, 17, 18, 21, 22, 23, 24, 27, 28, 29, 30, 33
Can locate all the books of the Bible in a limited time frame.	All meetings 13, 19, 22, 23, 24, 25, 27, 28, 29, 30, 33, 34, 35, 36
Can find information asked for by reading a verse or passage.	Meetings 2, 3, 4, 5, 8, 9, 10, 11, 13, 15, 16, 18, 21, 22, 23, 24, 27, 28, 29, 33, 36
Can begin to tell others the meaning of the biblical content of a verse or passage.	Meetings 3, 4, 5, 6, 9, 12, 14, 16, 18, 22, 24, 27, 28, 31, 33, 36
Can memorize short Bible passages.	Meetings 13, 17, 21, 22, 27, 28, 29, 30, 33
Can memorize Bible passages.	Meetings 6, 8, 21, 24, 25, 30, 31, 36
Can quote up to 25 individual verses when given the references.	Meetings 7, 24, 28, 30, 31, 36
Can quote up to 75 individual Bible verses.	Meeting 13, 24, 28, 32, 34, 35
Can complete a verse and give the reference when started by a parent or leader.	Meetings 3, 4, 5, 8, 9, 10, 11, 14, 15, 17, 18, 21, 22, 24, 27, 28, 30, 32, 33, 36
Is able to locate from memory often used Bible passages and memory verses such as: <ul style="list-style-type: none">• The Model Prayer (Matthew 6, Luke 11)• The Ten Commandments (Exodus 20)• The Sermon on the Mount (Matthew 5; Luke 6)	Meetings 3, 5, 9, 11, 14, 21, 22, 23, 27, 28, 29, 30, 33, 34, 35
Is able to locate Bible passages in a limited time frame.	Meetings 3, 4, 5, 9, 11, 13, 15, 17, 19, 21, 22, 23, 24, 25, 27, 28, 29, 30, 31, 33, 34, 35,

Knows that the Bible tells about God's plan of salvation.	Meetings 9, 13, 18, 19
Knows how to use the Bible to tell someone about God and Jesus.	Meetings 9, 18, 19, 31
Can memorize God's plan of salvation.	Meetings 9, 18, 19
Can find the names of prominent Bible people in the books where their stories are recorded: <ul style="list-style-type: none"> • Daniel (Daniel) • Moses (Exodus) • Jesus (Matthew, Mark, Luke, John) 	Meetings 2, 13, 21, 22, 23
Can identify prominent Bible people by the books in which their story is recorded.	Meetings 8, 13, 23, 25, 26
Can increase her skills of using the Bible, both devotionally and as a resource to guide her daily living.	Meetings 3, 4, 5, 8, 9, 11, 13, 15, 18
Can establish the discipline of daily Bible reading.	Meetings 4, 13, 21, 27, 33
Can discover and apply truths in a Bible passage.	Meetings 2, 4, 6, 8, 9, 10, 13, 21, 27, 33, 34, 35
Can apply biblical principles to personal and social issues.	Meetings 6, 13, 21, 27, 29, 33, 34, 35
Can identify Bible writers who wrote multiple books.	Meetings 13
Can use Bible study resources to gather information about Bible writers.	Meetings 22, 32
Knows all the books of the Bible in order.	Meetings 20, 28, 30
Knows and can say all the books of the Bible in order in a limited time frame.	Meetings 27, 28, 29, 30, 31, 33, 34, 35
Can name the 10 divisions of the Old and New Testaments.	Meetings 7, 27, 28, 30, 33
Can name the 10 divisions of the Old and New Testaments in a limited time frame.	Meetings 8, 13, 25, 27, 28, 30, 33
Can locate books of the Bible by using the contents page or with teacher guidance.	Meeting 2, 4, 5, 8, 13, 14, 21, 27, 33
Can begin to use other resources to enrich her Bible Skills and knowledge (Bible dictionary, commentary, concordance, atlas, and computer sources).	Meeting 22, 32
Can use other resources to enrich her Bible skills and knowledge (Bible dictionary, commentary, concordance, atlas, and computer sources).	Meeting 6, 8, 13, 22, 32

Skill Check List, Grades 4-6

Knows Books of the Bible

Old Testament

Books of Law

Books of History

Books of Poetry

Books of Major Prophets

Books of Minor Prophets

New Testament

Books of Gospels

Book of History

Books of Paul's Letters

Books of General Letters

Book of Prophecy

Knows Bible Verses

1. Genesis 1:31
2. Deuteronomy 16:17
3. Joshua 24:24
4. 1 Chronicles 16:9
5. Psalm 56:3
6. Psalm 119:11
7. Proverbs 22:1
8. Isaiah 6:8
9. Isaiah 45:5
10. Malachi 3:10
11. Matthew 28:19-20
12. Luke 2:52
13. Luke 19:10
14. John 4:24
15. John 13:35
16. Acts 4:12
17. Romans 10:9

18. 1 Corinthians 3:16

19. Ephesians 2:8

20. 1 Thessalonians 5:18

21. 1 Timothy 4:12

22. 2 Timothy 2:15

23. James 1:22

24. 1 Peter 4:9

25. 1 John 4:21

Knows Key Passages

God's Covenant with Abraham:

Genesis 12:1-3

A Shepherd's Song:

Psalm 23

The Suffering Servant:

Isaiah 53

The Twelve Apostles:

Matthew 10:2-4

The Resurrection of Jesus:

Matthew 28

The Parable of the Good Samaritan:

Luke 10:25-37

Jesus' First Miracle:

John 2:1-11

The Work of the Holy Spirit:

John 16:5-15

The Conversion of Saul:

Acts 9:1-30

The Love Chapter:

1 Corinthians 13

Name: _____



Beginning Children's Bible Drill in Your Church

Although every child needs to develop Bible skills, not every child wishes to participate in

Children's Bible Drill. For those children who do, Children's Bible Drill is an excellent program for giving children even more practice in using their Bibles. Here are the steps in starting a Children's Bible Drill program in your church:

1. Contact your state discipleship office for instructions on how to conduct Children's Bible Drill in your state. Also, ask for the dates of the state and associational drills. (See sbc.net/stateconvassoc.asp for links to the state convention Web sites.) Be sure you learn what translations will be accepted at the state drill.
2. Set the date for your church drill. Usually the church drill occurs approximately two weeks before the associational drill.
3. Determine a schedule for your meetings. Some churches begin six months before their church drill. Others begin three months before the drill. Others begin with the new church year in September. The churches which allow more time are able to use more of the games and fun activities in Bible Skills, Drills, & Thrills to help children learn.
4. Decide when and where you will meet. Reserve these times and places on the church calendar. Possible times to meet include the hour before Children's Discipleship Ministry, during Children's Discipleship Ministry, after school, Saturday morning, or Wednesday night. Choose a time that will allow the most children to participate. Include any special meetings such as a kickoff, parent orientation, or party. The best place to hold Children's Bible Drill is in a children's room, although an adult room will work. You will need a cabinet to store Bibles, workbooks, games, masking tape, and other supplies.
5. Advertise when Children's Bible Drill will begin. Along with articles in your church newsletter, letters to the parents of fourth, fifth, and sixth graders, and announcements in the Children's Sunday School classes, you might lead some children from last year's drill in an exhibition drill during worship. Logos are on page 19 and Item E.
6. Obtain resources listed on page 11. Other supplies that you will need include masking tape, markers, and pencils.
7. Hold an orientation meeting for drillers and their parents. Here are some suggestions for that meeting:
 - a. Explain the purpose of Children's Bible Drill.
 - b. Explain the four drills. (See Item F—"Four Calls" and Item 51—"Children's Bible Drill Video Demonstration.")
 - c. Give children the Verse Card for the cycle and translation you will be using.
 - d. Discuss how important the role is that parents play. Children will need parents to help them learn the Bible verses, Key Passages, and the books of the Bible.
 - e. Some churches may ask parents to contribute to the purchase of Bibles, activity books, and special T-shirts. Discuss these costs at this meeting. If overnight travel is involved in attending the state drill, talk about these plans.
8. (Optional) Hold a special kickoff. The kickoff could be as simple as an all-day party at the church or as elaborate as a lock-in. Use this time to help boys and girls get a jump start on learning the Bible verses and the books of the Bible. Make the time fun with refreshments and games to help them learn.
9. Meet weekly for at least an hour to help children learn the material and to practice drilling. The Bible Skills, Drills, & Thrills leader guide provides instructions and activities for each meeting. Use the Skill Check List on page 22 or Item 1 to keep track of their progress.
10. (Optional) Plan a midway party. The party should include time practicing the material along with other fun activities such as playing miniature golf, going to the park, playing games in the gym, or eating pizza.
11. Hold the church drill. Send the names of qualified children to your association.
12. Attend the associational drill.
13. Attend the state drill.
14. Recognize children in your church newsletter.

What Are the Levels of Participation?

Children's Bible drillers pass through at least three levels of participation*:

Church Drill

Schedule a church drill one or two weeks before the associational drill. A church drill should be conducted at the church before an audience of interested persons.

Children who participate in a church drill and give 12 or more correct responses are eligible to participate in an associational drill.

The person in charge of the church drill should notify the associational office of the names of the children who qualify for the associational drill.

Every child who participates in a church drill should receive some kind of recognition such as a certificate from the church.

Associational Drill

The associational drill is held at a time and place designated by the associational Discipleship Training council. The leader of this drill may be the associational Discipleship Training children's leader. Children who give 16 or more correct responses in an associational drill may advance to the state drill.

The associational Discipleship Training director should send to the state Discipleship Training department the names and addresses of all participants and the name of each sponsoring church.

Every child in an associational drill should receive some kind of recognition such as a certificate.

State Drill

The state drill is held at a time and place designated by the state Discipleship Training Department.

Each child who participates in the state drill will receive some kind of recognition.

*Some states also sponsor a regional drill. Contact your state office for the requirements of your state. See sbc.net for links to the state Web sites.

How Are the Drills Administered?

- The Children's Discipleship Training director, a director or leader in a Children's Discipleship Training department, or another worker may be asked to coordinate and lead the drill.
- The following leaders are needed for a drill: a caller, a timekeeper, and three judges. One of the three judges serves as chairperson. The chairperson checks the math and averages the scores given to each participant by the three judges.
- No more than 12 children should participate in a drill. If more children are involved, plan multiple drills.

How Is Children's Bible Drill Judged and Scored?

- Judging is based on the verses and Key Passages printed on the current Verse Card and the books of the Bible.
- Mistakes are marked on the score sheet.
- Only one mistake may be scored for a child on any single call.
- While mistakes are scored, only the number of correct responses are reported to each child. Print out score sheets from Item H—"Children's Bible Drill Score Sheet."

Mistakes are listed below. Item 51 is a video demonstration drill that shows these mistakes as well as the correct method to use. Item 3 has "Bible Drill Commands Poster."

Mistakes are:

1. The child fails to step out within 10 seconds.
2. The child gives the incorrect response. This includes any child who raises his or her hand, indicating an error.
3. The child fails to stand straight or keep his eyes on the drill caller until the command Start is given.
4. When the Bible is used, the child steps forward before the index finger is on the correct response.
5. The child fails to handle the Bible according to instructions or obviously misuses the Bible. The Bible should be parallel to the floor with one hand flat on the top and one hand flat on the bottom with no fingers extending over the edges.

How Do You Call and Judge a Drill?

Before the Drill

- Prepare and write a drill to call. (See Item G, "Writing a Drill" for a sample.)
- Put a strip of masking tape on the floor. The children should stand behind this line.
- Judges should meet to read aloud and discuss the five mistakes that will be recorded. Give judges their score sheets.
- Judges should sit in front of the drillers, facing the drillers.
- Make a set of cards numbered 1 through 12. Pin a number on each child's shirt or blouse. Line the children up in sequential order, facing the audience. (Judges record children's responses on the score sheet under the corresponding number.)

During the Drill

- A drill should be preceded by instructions to children and at least one practice call to acquaint the children with the voice and timing of calls by the caller.
- All judges should watch all the children.
- Judges should watch for the mistakes listed above.
- Only one mistake can be scored against a child on any one call.
- Some judges find it helpful to slide a piece of paper down the page so they do not lose their places on the score sheets. The line across the top of the score sheet represents the order (left to right) in which the drillers stand. The numbers top to bottom represent the calls to be given.
- The person calling the drill should go slowly enough for the judges to record the scores.
- Every child should be called on during the drill.
- Do not always call on the child who is first to step out.
- Wait the full 10 seconds after the Start command has been given before calling on a child.
- Judges should give the benefit of doubt to the drillers but should not lose credibility. The rules are the standards.

After the Drill

- In a church drill, a child who gives 12 or more correct responses can advance to the associational drill. In an association drill, having 16 or more correct responses qualifies a child to participate in the state drill.
- Following a drill, the three judges go immediately to a private room. Each judge will add the mistakes made by each child.
- One of the three judges should serve as chairperson. This judge checks the math of the other judges. He or she then adds the three scores for each child and divides the sum by three to get the average number of errors. Then the chairperson subtracts the errors from 24 to get the child's final score. (Example: $4+4+4=12 \div 3=4$. $24-4=20$. The child's final score is 20.)
- Judges should resolve all questions and come to final decisions before they leave the room.
- Judges should not have scores announced to the audience. To let children know if they will advance to the next level, judges can put a seal on their certificates. All children should receive certificates no matter what their scores.
- Judges should not discuss the scores. The decisions of the judges should be final.
- Encouragement should be given to children who qualify for the associational drill to continue their training in preparation for the drill. Following the associational drill, encourage those who qualify to continue their training for the state drill.

What Are the Drill Commands?

1 Attention.

Stand straight, one foot not extended in front of the other, eyes focused on the caller until the command Start is given. Hold your Bible at your side (in either hand) with the Bible's spine down.



2 Present Bibles.

This call is used only in the Book Calls and Key Passage Calls. Bring your Bible to waistline, parallel with the floor. Following the "Present Bible" command, the caller announces the call.



If you search with your right hand, hold the Bible in your left hand with Genesis down and with the right hand resting flat on the back of the Bible and no fingers extending over the edges.

3 Start.

This command is the signal for you to step forward or begin searching in your Bibles.



For the Book Call and Key Passage Call, begin searching in the Bible when the command is given. It is a mistake to begin before this command is given. In the Book Call, the index finger must be placed upon any part of that book.

In the Key Passage Call, find any part of the reference, place your index finger on any portion, and step forward.

For the Quotation or Completion Calls, step forward when you can say the verse.

If you search with your left hand, hold the Bible in your right hand, Genesis up, with the left hand resting flat on the front of your Bible and no fingers extending over the edges.

4 Time.

The timekeeper calls out Time at the end of 10 seconds. No one may step forward after this command, and all children should stop searching in their Bibles.



The caller calls on one child by number who will give a response.

5 Attention.

Close the Bible, return it to its original position, and take one step back.



The other children will remain quiet while the one called on responds.

If the child called on does not give the right response, the caller calls on another child.

(See Item 51 for a video demonstration drill.)