



BRAVE THE WILD

WHAT'S INSIDE

A NOTE FROM THE AUTHOR

Brave the Wild invites children into a world with creative elements and a holistic approach to learning Scripture. The art, design, storytelling, games, crafts, music, and life-changing messages all work together to equip your team. These elements tell families, "We care about you! We created this world for you! We want you to be here! Let's brave the wild together!"

But we know it is not simply the music, art, design, or games that transform people. It is the Holy Spirit working through your leaders with God's love and power in unity that will convey the heart of Christ. We hope this series will empower your leaders to be proactive in carrying out God's Great Commission in their churches. We have seen incredible bold faith raise up in our children, families, and leaders, and we pray abundance upon you and your church in this journey too! Let's Brave the Wild!

—Tiffany Pastor, Church for All Nations

FILES

The material you need for each week is organized in a folder named for the week within the LESSON FILES BY WEEK folder. You'll find art files in one folder, all the Microsoft Word documents for the Messages and Guides in another folder, and a PDF with links to all the videos that are specific to that week. Extra files that can be used at any time (posters, music, backgrounds, etc.) are in separate folders and are organized by content.

Elementary Service Flow: Here is a suggested order of service that also indicates where resources can be found:

- Pre-service "Adventure Music" [Audio Content Folder] + Time-Filler Games
- Play Countdown Video [Video Extras Folder]
- Welcome + Opening Game [Game Instructions in Elementary Message docs]
- Worship
- Introduce the Day's Episode [Suggestions in Elementary Message docs]
- Play Brave the Wild Episode [Video Links PDF]
- Sword Drills [Suggested Scriptures in Elementary Message docs]

- Offering
- Play Roll-in Video [Video Links PDF]
- Message [Elementary Message docs]
- Ministry Time [Suggestions in Elementary Message docs]
- Life Groups [Elementary Life Group Guide]
- Review + Close Service

Pre-K/K Service Flow: Here is a suggested order of service that also indicates where provided resources can be found:

- Pre-service "Adventure Music" [Audio Content Folder] + Coloring, Toys, Group Games
- Clean Up + CIRCLE TIME [Pre-K/K Leader Guide]
- Play "Brave the Wild" Episode [Video Links PDF]
- Worship
- Teach Bible Lesson [Pre-K/K Leader Guide] + Play BIG IDEA Video [Video Links PDF]
- PRAYER + Play BIBLE MESSAGE VIDEO [Video Links PDF]
- Snack Time
- Coloring Sheet [Pre-K/K Parent Guide] + Group Game [Pre-K/K Leader Guide]
- Clean Up + Prepare for Child Checkout + Distribute Pre-K/K Parent Guide

GUIDES

The files you receive for the Parent Guides, Elementary Messages, Elementary Life Group Guide, and Pre-K/K Leader Guide are COMPLETELY CUSTOMIZABLE. We want you to modify this curriculum to best meet the needs of your kids and fit the culture of your ministry. We've provided 17 weeks of material—including four review weeks (one per unit)—but you may compress the material to 13 weeks or just choose to use one unit for a special event or emphasis.

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If you prefer a different Bible translation, simply replace the quotes in the customizable documents.

MESSAGES

The messages [Elementary Message docs] in this series engage children on multiple levels—visual arts, objects lessons with props, memorable faith statements. Each element is intentionally designed to help instill the overarching message through

expository teaching of the book of Genesis. Each message has a Big Idea for children to declare as practical application taken out of the Scriptures.

Never underestimate the power of props! We've provided suggestions for props to use throughout the messages as suggested times to show slides, posters, or videos. We've provided graphics for you to use, but please expand on those offerings to fit your ministry. Give your best creative thinking to pair together hands-on learning and passionate preaching for your children. Have fun and be intentional to repeat key phrases you want to shape the language of your ministry!

EXPLORE BUCKS

The Explore Bucks Bank is a tool you may choose to use to encourage kids to dig deeper throughout the week. Explore Bucks might be awarded for daily quiet times, Scripture memorization, good behavior, etc.—whatever you choose to reward. Art for Explore Bucks, instructions, and signage are all provided [Explore Bucks Folder]. Suggestions for incorporating Explore Bucks are included in the message docs and Parent Guides but are easy to delete if you choose to not use them.

ELEMENTARY LIFE GROUPS

This is a special part of intentional discipleship carved into your service. If you don't already use small groups, you might want to separate kids by grade level or have children choose numbers or colors as they arrive and then have them sit in appropriate sections.

Life Groups are intended to foster conversations that help children apply the Scriptures to their personal faith. Discussion questions and activities are provided [Elementary Life Group Guide], but building relationships is a primary focus.

Tips for Life Group Leaders

- Be sure to introduce yourself and tell children how happy you are they came to church today!
- Learn the names of the kids in your group look for opportunities to encourage them.
- As you deepen conversation, become a master at asking questions.
- Encourage children by name and ask the Holy Spirit to guide your group discussion.
- Coach kids and help them put their faith in action as they pray for others.
- Have fun and expect God to use you as a role model who is helping shape the faith of this generation! Remember: your words of hope and love can translate in a huge way.

PARENT GUIDES

These send-home papers are simple guides to help parents nurture their child's faith and reinforce the Bible teaching from the week. They include the Big Idea, memory verse, message recap, prayer, and suggested questions and challenges. Parent Guide files [Elementary Parent Guide + Pre-K/K Parent Guide] have been formatted to include the activity (for elementary) and coloring sheet (pre-k/k) to make it easy to make double-sided printouts.

MUSIC

Music is a powerful tool that helps set the tone in your ministry. You can utilize music during every aspect of your service experience. The "Explorers (Main Theme)" or "Jungle" music increases anticipation as families enter your classrooms or walk your hallway. Kids actually feel ushered into a special ride like they were at a theme park. Use "Adventure Music" and "Adventure Climax Music" on loops during games and while parents pick up their children.

DOWNLOADING VIDEO RESOURCES

Each lesson features exclusive videos that put into motion the action and excitement of the story. Accompanying each lesson, you'll find a PDF with links to videos specific to that week. Depending upon your class size and equipment, you can choose to display these videos directly from the device used to access the links, using streaming services like Airplay or Roku, or they can be downloaded and burned to DVDs and flash drives.

VIDEOS

Countdown: Pack every minute of service with action and fun discipleship. Use the five-minute countdown to add anticipation for your children and keep your leaders on point as they open the service with excitement. Links to Countdown videos are listed in the [BTW_Video Download & Extras] file.

Episodes: Each episode features the Big Idea for the lesson, a story line with a similar theme represented in Scripture, and characters your kids will love. Have a leader get children amped up about the featured adventure of the day!

Message Roll-Ins: These messages help reinforce the connection between the Scripture and the plot of the episode for the week. These silly short moments feature the episode characters and get the children laughing before digging into the message—and help set the stage before you preach the message.

Pre-K/K Message Videos: These message videos can be played as they are or used as examples for how to modify the Elementary Messages for younger children.

Sword Drills: The video provided thrusts children into an upbeat game that can be utilized anywhere in the service. You can add extra verses if you desire. The aim is to give children a mental breather, a change of pace, and reward them for quickly finding the Scripture related to the message. The leader should host the game with high energy. The leader definitely sets the expectation of fun and urgency for this game. When kids find the Scriptures, have them run up to a designated leader to show their marked Bible and receive Explore Bucks or another prize. Links to Sword Drill videos are listed in the [BTW_Video Download & Extras] file.

Example: It's time for Sword Drills! Grab your Bibles. Raise them in their air. Swords up! The first Scripture is Philippians 3:14. Go! You got this! Great job! Okay, everyone, Swords Up. All Bibles back in the air. Great! The next verse is: ... etc. (At the end) Let's finish it off and shout, "Brave the Wild!" Suggested Scriptures are listed [Elementary Message docs] to provide ideas.

THE SECRET WORD

The secret word is a fun way to highlight themes in your teaching throughout the service and help kids stay engaged with the message as they listen for the word. The secret word could be a one that is complimentary to the big idea OR used to show tension between our faith or doubt in this message. A secret word has been suggested for each lesson [Elementary Message docs] as an option.

You can choose to reward kids individually or have them work as teams. When the preacher says the secret word, the first child/team to raise their hands receives a point. A designated leader keeps the tally during the service.

Suggestions

- Each team starts with three rocks in their jar, so if the leader needs to correct behavior or refocus the team, he or she can simply remove one of the rocks from the jar and give it to the opposing team. Typically, teams start correcting one another if they lose rocks. You could also use the rule that if a team loses three rocks during the service, they forfeit the game entirely.
- Secret Word can be played throughout the service and is especially effective during the message. As a communicator, it's easy to add in the secret word as much as needed to pull in attention from the audience.
- Choose a reward system for the winning team. If you're using Explore Bucks, it's simple to vary the reward based on behavior to achieve the desired incentive for the week.

ART

Files for set design, posters, slides, and so much more have been created [Art Content folder] so you can transform your classrooms, gathering areas, and hallways.