

SIGHTSEER CIRCLE TIME

During this part of the Sunday service you have time to talk to the children about the overall theme and what is being done today. While there is no specific structure, you will need to decide what you will include in this 20 minute segment. Each week the lesson plan give you suggestions for discussions about the countries that are being visited, possible choices a special person or the people from the specific country might have made, choices the children might make, and how God's role in the choice making process. Plan your rooms or areas so that the children may sit on chairs or on the floor in circles. Keep the groups small in size -- maximum of about 8 or 9 is good, so they can all have time to share. If you have to divide a larger group, be sure you have planned ahead for an adult leader.

PRE-SERVICE PREPARATION

This section of the lesson sheet will notify you of any props or materials you might need for this segment of the session.

WELCOME

Take a few moments to get the group settled down each Sunday. If you like, you may begin this segment with a meditation or some music. A song that can be used each week begins to develop "tradition". Teach it to the children and then have it as part of this time. Rather than taking an offering each Sunday, you will save time by placing a basket or decorated can for the children's donations. Place one at the door or entrance of EACH area and remind them that it is there. This eliminates the need for them to keep track of their money until they get to the Circle Room.

MEMORY CONTEST

If your group is participating in the memory contest, use some of your circle time to have the children recite the week's quotation. The quotes will be listed in the lesson plan for you. Stamp passports and hand out stickers in this time period.

SHARING TIME

This is the primary purpose for circle time. You will be given some suggestions for introducing the day's topic. Establish and explain the following rules that will help everyone be successful and enjoy circle time.

Stay seated in the place you choose. Everyone gets to pick where they want to sit and then must stay there.

Make only nice, friendly, true comments about others. Some comments about our feelings may not sound nice -- that's okay as long as it is about your own feelings!

Talk only when it is your turn. You may want to bring a pass-around object. Only the person holding the object speaks.

Plan a thinking time early in the sharing. This gives all the children a chance to reflect on the subject before they are called on to share. It need only be a brief, silent moment.

Circle time can be used for talk or activities. It is a useful approach to develop self-awareness and feelings of self-worth. Feel free to bring your own experience and ideals to enrich this time with the children.

Plan about half of your circle time for the sharing if you are also doing the memory contest. This is a great place to develop friendship, bonding and a sense of community with your kids.

PASSPORT GAMES

The games portion of the summer program is active and enlivening. Games from different countries in the world have been selected to encourage children to learn about, understand, and appreciate different peoples in the world. The basic idea is to involve as many children as possible and to keep them moving. Laughter, talking, and “joyful noise” are encouraged, so take this into consideration when planning the location of the game room or area. Outside is excellent!

The Sunday game sheet lists any materials that are required for the activity, gives information and instructions so you may teach the exercise quickly and successfully.

PRE-SERVICE PREPARATION

This section of the game sheet lists required materials and explains how to set up the playing area if necessary.

INTRODUCTION - 3 minutes

Gather the children together for a moment of silence. Information about the country that the game originates from will be written here. Share what you like with the children as you explain what the object of the game is and how to play. Choose teams or partners now.

ACTION - 14 minutes

This is the actual playing time for each group. If you have a large number of children, note whether the game instructions require you to break them into smaller groups. It is important to keep the action going as quickly as possible so the children do not lose interest.

CLOSING - 2 minutes

Stop the game in time for the boys and girls to come back together in the circle. This is a good time for quick sharing, a moment of quiet, or a few deep breaths before they go to their next activity.

CRAFTS

Children enjoy the right-brain activities such as cut-and-paste, drawing and coloring, and clay. This section of the Passport to Understanding program is designed to assist children in their creative expression. Our international theme suggests many ideas for craft and art projects that are interesting and entertaining for children while helping them to learn about other people's cultures and lifestyles. Each week the theme takes us to another part of the world, so each creative project has been selected to take only the brief amount of time allotted during the service. The annual theme, "Making Good Choices", will also be referred to from time to time.

The information furnished each week will enable you to prepare for and present the craft project efficiently and effectively. Simple instructions are given that you may copy onto the blackboard or flip chart. In some instances, an instruction sheet has been prepared that you may copy for each student. This will enable them to replicate the activity at home.

PRE-SERVICE PREPARATION

Note this portion of the teacher's guide each week. You will need to set up the room or collect the appropriate materials which are listed in this section.

INTRODUCTION - 3 minutes

At the beginning of your 20 minute session, gather the children in a circle to settle them down and focus their attention through a moment of silence. Explain how the art project relates to the theme -- tell them about the country the art activity originates from and how the people happened to choose this type of creative expression. Then go through the instructions for completing the article.

ACTION - 12 minutes

This is how much time you will have for the group to work on their project. If you have large numbers of children, plan extra helpers to work closely with the younger ones.

CLOSING - 5 minutes

Extra time is given to allow for clean-up of the work area to prepare it for the next group coming in. Projects have been chosen with ease of clean-up in mind!

SIGHTSEER'S CIRCLE

Week 1

TOUR TAKEOFF

PRE-SERVICE PREPARATION

Familiarize yourself with the map of the world. Bring pictures of people from other countries. Have passports for each student -- also have a rubber stamp and pad available. Read over the suggestions and decide what all you want to include in the conversation.

WELCOME

Welcome the children. Have an opening meditation or a moment of silence. Teach them the song if you are using one. Explain the offering container to them.

SHARING TIME

Object: To introduce the Summer Passport to Understanding Program and everyone in class.

To do: Introduce yourself and explain what the Sightseer's Circle is for: a time for sharing and talking about making choices and God. Give them the rules for sharing: 1) stay seated in the place you choose. 2) talk about your own feelings. 3) talk only when it is your turn. If you are using a pass-around object, explain that they may only speak when they are holding this object. Explain about thinking time: you will suggest something for them to think about and give them a quiet moment to reflect on it.

Explain that this is a special summer program that will be different than their usual Sunday classes. We are using a trip around the world to explore other people and learn about choices that all people make. Look at a map of the world or a globe. Ask someone to find your town (if possible!). Perhaps someone has already traveled to another country; ask them to share their experience. Show pictures of people from other lands. Read the story for the day.

Describe the memory contest if you are using it as part of the program. Show them where the stickers will be placed in their passports as they earn them.

CLOSING

Hand out the My Ticket To... take home flyer. Point out the memory quotes and the worksheet on the back. Explain how they will move to the next area.

PASSPORT CRAFTS TOUR

Week 1

TAKEOFF

PRE-SERVICE PREPARATION

Materials needed:

- a dress or shirt box for each student,
or a brown paper bag
- construction paper cardboard and cardstock travel brochures, pictures
- stick on labels for luggage stickers string, ribbons, or rubber bands copies of passport application
- copies of the world map crayons or markers

INTRODUCTION

Begin the session by explaining that you will be doing art and craft projects from around the world. Show them where supplies are kept. Go over the rules: Stay in your seat or place. Keep your hands on your own work. Do not waste materials. Then show them what you will be doing today. There are several craft projects you can do for this first day. Choose which project you will be using.

PROJECT Suitcase

To do: Use a dress or shirt box or brown bag for each student. Tape the box lid to the bottom like a hinge so it can be opened and shut. Glue construction paper on two sides of box or bag. Cut handles from cardboard and glue to the top. Hang a cardboard luggage tag on the handle with string or a rubber band. Decorate with airline stickers and country decals designed by the students.

The luggage can be kept in the classroom as decoration or used by the students to transport their papers and craft projects each week.

Passport Application

If you did not use the passport application as a registration form, you may use this time to have each student complete one - they draw a picture of themselves. When they turn it in, you give them their passport booklet which they put their name in.

PASSPORT GAMES

Week 1

TOUR TAKEOFF

PRE-SERVICE PREPARATION

Materials needed:

- a hula hoop for each group of 6 students
- a large playing area

INTRODUCTION

Welcome the children and explain what the game session will be like during the summer months. Each week, their group will play a game that comes from a different country. You may want to show them a map of the world and have them locate the specific country each week.

This first week, we are going to play a traveling game. Since our overall theme is “making good choices”, this game will give you an opportunity to discuss choices about getting to know the others in class, and being willing to cooperate. Cooperation is definitely required for this game!

Explain that we are pretending that the ship we are travelling on has had an accident and we need to use the lifeboat to get to safety. We do this by having everyone get in the “lifeboat” and traverse the shark infested sea to safety.

ACTION

Object: to gain the most points (if in teams) or the best time (if only one group is playing) during the activity through group cooperation and fast action.

To Play: Give the group or groups a hula hoop and tell them it is their “lifeboat”. Everyone in the crew must hold on to the boat as they run the length of the playing field.

When the teacher yells “SHARK!” all members put the hula hoop on the ground and jump inside. The first group with NO FEET outside the ring gains a point. Repeat this procedure with the teacher yelling “SHARK” several times. The first group to gain the finish line gets 3 more points.

Add up the points to determine the winner. If one group is playing, **use a watch** to determine the time it took to go the length of the field. Then have them play again to see if they can better this time.

CLOSING

Take a moment to share feelings about the game and get ready to go to the next activity.