

Discovery Program Scope and Sequence

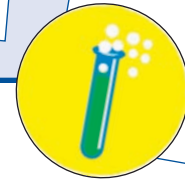
Adventures with God (grades K-6)

Unit 1: Creation and the Creator



Bible Award:
**Creation and
the Creator**

Skill Award:
Experiments



Meeting 1: Trust the Creator

Scripture: Psalm 33:6-9, 20-22

Scripture Memory: Psalm 33:6 (or 6a)

Bible Study Aims: Club members will realize that God the Creator is powerful and loving

- feel able to trust God with a personal situation
- use a stone to make themselves a reminder to trust God

Games: Nature Colors

Meeting 2: Creation Shows God Is Real

Scripture: Psalm 46:10; Romans 1:20

Scripture Memory: Psalm 46:10a (or 10)

Bible Study Aims: Club members will explore ways they can know God is real and what he's like

- want to respond to God's existence and creativity
- draw conclusions about what God's creations say about him

Games: Fox and Squirrel Tag



Meeting 3: Praise the Creator

Scripture: Psalm 104:1, 10-14, 19-22, 24

Scripture Memory: Psalm 104:24

Bible Study Aims: Club members will understand what it means to praise God

- feel pleased to praise God for what he's made in nature
- create their own praise psalms

Games: 1-2-3-Monkey

Meeting 4: Take Care of Creation

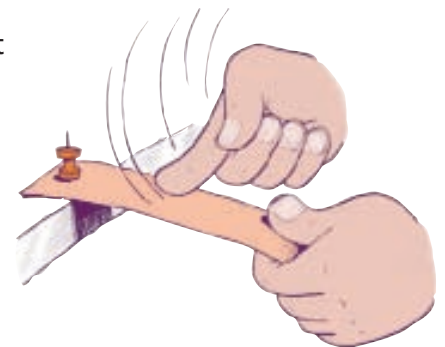
Scripture: Genesis 1:27-28; 2:15

Scripture Memory: review

Bible Study Aims: Club members will understand reasons to take good care of God's creation

- feel responsible for helping take care of nature
- choose ways to take care of nature in their neighborhood

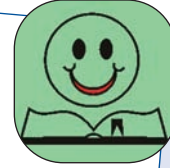
Games: Beetle Tag



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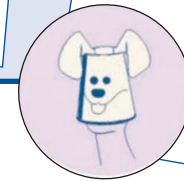
Adventures with God (grades K-6)

Unit 2: In God's Image



Bible Award:
**In God's
Image**

Skill Award:
Puppeteer



Meeting 5: **David's Ideas**

Scripture: Genesis 1:27; 1 Samuel 17:22-24, 26, 31-45, 47-50

Scripture Memory: Genesis 1:27

Bible Study Aims: Club members will realize that since they're made in God's image, they can think well and creatively • feel thankful for their God-given ability to come up with their own ideas • chart the differences between young David's ideas and everyone else's

Games: Group and Regroup

Meeting 6: **Rahab's Choice**

Scripture: Joshua 2:1-16; Psalm 119:30

Scripture Memory: Psalm 119:30

Bible Study Aims: Club members will understand that, as people made in God's image, they can distinguish right from wrong and choose what's right • feel interested in choosing what's right even if it's hard • brainstorm ways to plan ahead for times when it may be hard to do what's right

Games: Bottle Bowling

Meeting 7: **Joshua's Trust**

Scripture: Joshua 1:9; 6:1-5, 16, 20

Scripture Memory: Joshua 1:9

Bible Study Aims: Club members will realize that they, like Joshua, can trust God in tough times • feel secure in God's promises to be with them and help them • brainstorm ways God can help them

Games: Hee Haw



Meeting 8: **Deborah's Work**

Scripture: Judges 4:1-16; Colossians 3:23-24

Scripture Memory: review

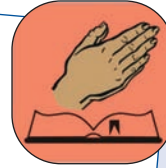
Bible Study Aims: Club members will know that God wants them to do their work as though doing it for him • feel interested in improving their work habits • name ways that kid-sized jobs can make a difference in the world

Games: Mr./Miss Fox

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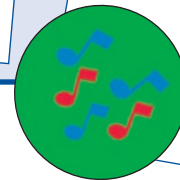
Adventures with God (grades K-6)

Unit 3: Knowing Jesus



Bible Award:
**Knowing
Jesus**

Skill Award:
Music Maker



Meeting 9: Jesus Is God

Scripture: Luke 9:12-17; John 10:24-25, 30

Scripture Memory: John 10:30

Bible Study Aims: Club members will discover some proofs that Jesus is God • sense that Jesus is worthy of our love and worship • worship Jesus

Games: Funny Face Pass • Animal Tag



Meeting 10: Jesus Is Our Savior

Scripture: John 3:16-18

Scripture Memory: John 3:16

Bible Study Aims: Club members will explain what it means to believe in Jesus • sense God's love for them in sending Jesus • have the opportunity to accept Jesus as their Savior

Games: Heart Scavenger Hunt • Stretching Snakes

Meeting 11: Spending Time with Jesus

Scripture: Luke 10:38-42

Scripture Memory: James 4:8a

Bible Study Aims: Club members will describe ways to spend time with Jesus • feel glad that Jesus wants to spend time with them • spend time with Jesus now and choose a time to do so again

Games: Piñatas



Meeting 12: Jesus' Prayer

Scripture: Luke 11:1; Matthew 6:9-13

Scripture Memory: review

Bible Study Aims: Club members will understand various elements in the Lord's Prayer • sense the privilege of calling God "Father" • use the Lord's Prayer as a template for a prayer of their own

Games: Sock Wave

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Adventures with God (grades K-6)

Unit 4: Family



Bible Award:
Family



Skill Award:
**Family
Helper**

Meeting 13: Looking for the Good

Scripture: 1 Samuel 17:12-29; Ephesians 4:2

Scripture Memory: Ephesians 4:2

Bible Study Aims: Club members will realize the difference it can make to look for good instead of bad in family members • want to look for good things about family members this week • name good things about family members

Games: Teamwork Tower

Meeting 14: Offering Comfort

Scripture: Genesis 14:8-20; 2 Corinthians 1:3-4

Scripture Memory: 2 Corinthians 1:4

Bible Study Aims: Club members will realize that God wants us to offer comfort to family members with problems • desire to look for ways to comfort and help family members • name ways to be of help and comfort

Games: Baby Steps • It's a Pillow...No, It's an Elephant

Meeting 15: Practicing Obedience

Scripture: Jonah 1-2:1; 2:10-4:2; 4:10-11; Colossians 3:20

Scripture Memory: Colossians 3:20

Bible Study Aims: Club members will know why it's important to obey God • feel willing to practice obeying parents • make a pledge to obey their parents this week

Games: Case That Pillow

Meeting 16: Learning from Parents

Scripture: Proverbs 1:8; 22:6

Scripture Memory: review

Bible Study Aims: Club members will understand why their parents want to teach them • sense the importance of learning from parents and feel willing to obey them • talk with their parents about how the Bible verses can affect their family

Games: Obstacle Course



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Unit 5: Building Friendships



Bible Award:
Building Friendships

Skill Award:
Staying Safe



Meeting 17: **The Golden Rule**

Scripture: Matthew 7:12

Scripture Memory: Matthew 7:12 (or 12a)

Bible Study Aims: Club members will understand what Jesus meant by treating others the way you want to be treated • sense how the Golden Rule could make them a better friend • evaluate behaviors as to whether they would help or hinder friendships

Games: Cheetah-Dog-Turtle • Laughing Hyenas

Meeting 18: **Good Attitudes**

Scripture: Ephesians 4:2-3

Scripture Memory: Ephesians 4:2

Bible Study Aims: Club members will understand three qualities God wants us to have • sense how they would feel if their friends did and didn't treat them in these ways • talk to God about their willingness to be humble, gentle, and patient with friends

Games: Blob Follow-the-Leader

Meeting 19: **Dealing with Envy**

Scripture: Exodus 20:17; 1 Corinthians 13:4-5

Scripture Memory: 1 Corinthians 13:4

Bible Study Aims: Club members will understand positive and negative ways to handle envy • want to deal with envy in the good ways God has provided • decide how to deal with a particular case of envy

Games: Hello, Shoes!

Meeting 20: **Making Things Right**

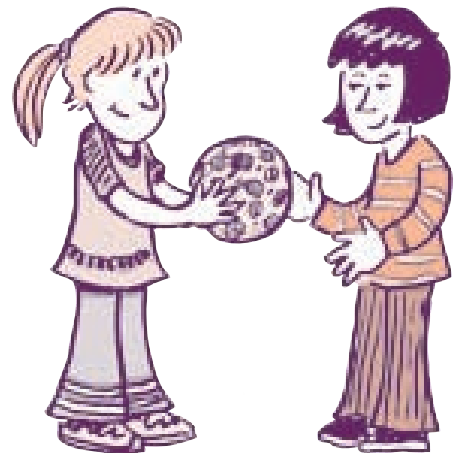
Scripture: Nehemiah 5:1-13; Acts 26:20

Scripture Memory: review

Bible Study Aims: Club members will understand three steps to take when they wrong someone

• want God's help to repent when they do wrong
• consider whether or not they have repented of a recent wrong

Games: Indoor Snowmen



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Unit 6: My Neighbors



Bible Award:
**My
Neighbors**



Skill Award:
**Games
Galore**

Meeting 21: **Loving Our Neighbors**

Scripture: Mark 12:28-31; 1 Peter 3:8; John 14:15

Scripture Memory: Mark 12:31

Bible Study Aims: Club members will recognize ways to love and obey Jesus by loving others • want to show love to others • decide on a way to show they care about someone this week

Games: Circle Pong

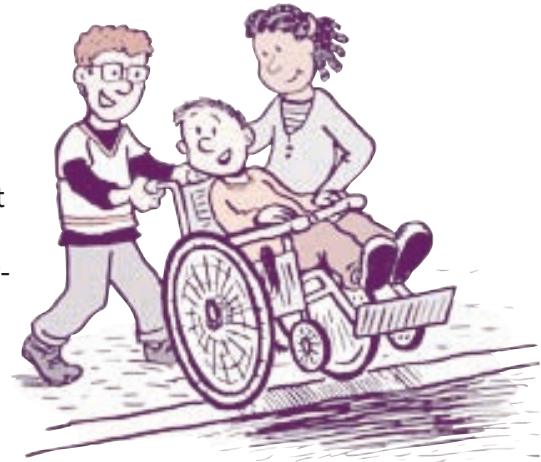
Meeting 22: **Serving Others**

Scripture: John 13:3-5, 12-15; Galatians 5:13c

Scripture Memory: John 13:14

Bible Study Aims: Club members will understand what it means to serve others and recognize ways to serve • feel interested in finding ways to imitate Jesus by serving • make a poster showing ways they could serve

Games: Stepping Stone Relay • Nose and Toe Tag



Meeting 23: **Understanding Others with Special Needs**

Scripture: Mark 10:45-52; Proverbs 14:31

Scripture Memory: Proverbs 14:31b (or 31)

Bible Study Aims: Club members will realize why Jesus helped people with special needs • feel willing to help people with special needs • compare ways someone might "oppress" a person with special needs to ways someone could be kind

Games: Feather Flying

Meeting 24: **Accepting Others**

Scripture: 1 Corinthians 9:19-22

Scripture Memory: review

Bible Study Aims: Club members will recognize why God wants them to treat people who are different from them with understanding and acceptance • want to improve their attitude toward or treatment of people who are different • experience possible results of showing rudeness or acceptance toward people who are different

Games: Farfour