



Guidelines for Leading an Interactive Elementary-Aged Weekend Experience

LifeKIDS.tv is designed for a one-hour experience for kids 6 years old through 5th grade. This curriculum is a video-driven, volunteer-led program designed specifically for elementary-aged kids. In one hour, kids will be wowed by hilarious characters, innovative video programming and a variety of other activities that keep their attention.

Here is a rundown of the various elements of a LifeKIDS.tv experience and the volunteers you'll need to make this hour the best hour of the kids' week! Start the DVD* right when your experience time begins and let the DVD lead you and the kids through relevant Bible teaching, engaging storylines, interactive games, phrases and prayer. A Cast Member Guide is available for download for each LifeKIDS.tv episode that will help guide you through the following elements. You might also want to download the "Series Notes" for each series to get prepared for the week.

*Beginning with the LifeKIDS.tv series titled "Sammy's Backyard Campout" the format of the teaching video has changed slightly. This new set of guidelines will help you adapt your experience to the new format.

Volunteers Needed

- 1 Emcee** One amazing person with lots of energy and enthusiasm to facilitate and lead the show
- 1 Tech** One Tech to run the DVD
- 1 Producer** One Producer to make sure that volunteers are positioned correctly, the game props are ready, kids are picked ahead of time to lead various activities, and to keep things running smoothly
- 1+ Leaders** There will need to be 1 adult to every 8-10 kids in the experience. The adults will sit among the kids and participate while modeling appropriate behavior during worship, teaching, prayer, etc. (We refer to these people as Cast Members in our printed materials and occasionally on our videos).

Elements of a NEW* LifeKIDS.tv Episode DVD

- This "next generation" video experience has a web show format & cyber style. It is meant to engage kids that spend increasing amounts of time on the internet.
- The good news is for each series following "Sammy's Backyard Campout" the video sequence of segments is consistent from week to week. Once you learn how to use this new DVD format you won't have to change a thing.
- Cast Member Guides are more consistent and streamlined for volunteers.
- Timers in each video segment tell volunteers how much time they have left (try not to use the entire amount of time). If there is time remaining when the activity is completed, just skip ahead to the next chapter/segment.

Theme Song and Countdown

Every episode begins with the LifeKIDS.tv theme song and countdown. Encourage kids to rap it out and spell along. This is a high energy show starter that signals the Emcee to be on stage front and center. It's show time!

Storyline introduction

Prepares kids for the experience.

Live Chat

Your Emcee should be onstage introducing himself or herself. The Emcee should then ask if there are any new kids in the room. New kids should be called to the front and enthusiastically introduced to the whole group. This is a great opportunity to make that child feel welcome and special.

Safety Sam Rules

Safety Sam is an animated police officer who goes through the rules of the experience. We ask the kids to hold up the number of fingers that coincide with the rule Sam is reviewing.

Slam It

The Emcee introduces the teams, the Slam It rules, and everyone plays – the entire room split into two teams. The Emcee introduces Slam It saying, "Alright Kids! How many of you want to win some points for your team today? Right up here on stage I've got a big bag full of dots--each one means a point for your team. (Explain how the two teams are formed.) So... how can you win dots for your team? (The Safety Sam rules are the starting point, but if your facility requires additional rules, point these out here.) As a matter of fact, you've got a chance coming up right here to earn dots by participating in..." (**Live Chat** segment comes up and cues a mixer question, read it aloud and encourage every kid to get up and talk to each other).

This system is used to encourage participation, following the rules, singing along, and general enthusiasm; it keeps kids excited. Positive reinforcement and room management is a secondary goal. You can use soft balls or tennis balls for dots. Any kind of container (preferably see-through) works for the dots. The Emcee and Cast Members in the room are empowered to award dots to each team. Don't take dots away for bad behavior. Instead, reward the other team and make a big deal out of it to redirect the misbehaving team. Typically a team might earn 10-15 dots before we get to the Slam It game (The point system for Slam It is also used in the review game at the end of the video) for a grand total of around 20 for the winning team. Volunteers may want to select a team to join to help guide kids along.

Live Chat

A mixer question simply gets kids up and out of their chairs to talk and meet some of the other kids in their experience. These questions are series specific and generally fun and light.

Storyline Segment

The first of four segments introduces the characters and storyline.

Shout It

This is a time when we celebrate birthdays from the previous week. Once the Shout It words pop up on the screen, the Emcee asks, "Who has had a birthday in the last week?" and he/she will invite those children up on stage. You can celebrate birthdays however you

choose. At LifeChurch.tv, we have the birthday kids spin a prize wheel where they either earn a piece of candy or points in our reward program.

Series of Slides

***Skip this section if you're not using a reward system that follows the LifeKIDS.tv reward system.**

Time for a quick commercial - use this time as you need it. Emcee talks during the slides about bringing a friend, say it verses and phrases, and other ways to earn points for the reward system.

Sing It

Use this time to lead two worship songs. When you see the "Loading..." graphic, start the worship using a CD, DVD or even a live worship band. We use high energy songs in LifeKIDS.tv. Encourage everyone to participate in singing, motions and dancing.

Storyline Segment

The second of four segments leads into a time of prayer.

Live Chat

The Emcee will lead the time of prayer.

Share It

Take the time to receive the offering. The Emcee or Producer can select a child or several children to collect the money. The Emcee shares the ways that the offering helps the church or the community.

Storyline Segment

The third of four segments introduces the Say It verse. This also connects the teaching to a bible verse.

Say It

The Say It verse text appears on screen and the Emcee will have each team say it out loud and clear. Award rewards for the team giving the best effort.

Sing It

Use this time to lead one worship song. When you see the "Loading..." graphic, start the worship. Encourage everyone to participate in singing, motions and dancing.

Storyline Segment

The final segment teaches the kids a short Phrase of the Day and sums up the main idea. A character on screen will go over the phrase.

Say It

The Phrase of the Day will be on screen. Encourages the kids to practice the phrase they just learned and sums up the main idea. The Emcee can make it a contest in a variety of ways: have them say it in a funny voice, see which team can be the silliest, etc.

Live Chat

The Cast Members have a time to share with the kids to ensure they understand the main idea. Divide into smaller groups led by a volunteer. What do the kids think about what they are learning? Do they have any questions?

Slam It

This is the on-stage, interactive game time to get kids up on their feet. The entire audience is encouraged to participate – everyone can win. The Producer or Emcee will have already chosen the team representatives before the experience began. When the Slam It words come up on the screen, the Emcee invites those children onstage. Several questions will pop up on screen and all kids in the two groups will yell the answer. The representative will hold up the correct answer. The representatives are awarded for participating. The overall winning team is announced at a later time. The reward for the winning team is getting released from the group early in order to participate in the next activity before the losing team is released. (Get creative – that might be a giant bounce house, a treat station or other enticing reward). This final game is a fun way to review what they've just learned and it doesn't put any one kid on the spot.

Closing Video Segment

A quick commercial break closes the week and introduces the next week's message. This is also the time to announce and award the winning team.

End of Experience

A LifeKIDS.tv logo reminds you to tell kids to go to the web site to follow along at home either by watching the videos again or using the parent resources available. LifeKIDS.tv songs are also linked there via an iTunes playlist.