

**Connect 360: All the Bible for All of Life®
Scope and Sequence (2016-2020)**

Year 1 (2016-2017)

First use September—November 2016 (13 Sundays)
Terror & Triumph (Revelation)

First use December—February 2016-2017 (13 Sundays; January has 5 Sundays)
On Your Mark: The Gospel in Motion (Mark)

First use March—May 2017 (13 Sundays; April has 5 Sundays)
Power & Purpose: God Unveils the Universe (Genesis) — (Easter – April 16)

First use June—August 2017 (13 Sundays; July has 5 Sundays)
Thematic: Called to Serve

Year 2 (2017-2018)

First use September—November 2017 (13 Sundays, October has 5 Sundays)
Going Viral: The Birth and Advance of the Church (Acts)

First use December—February 2017-2018 (13 Sundays; December has 5 Sundays)
GSI: Gospel Story Investigator (The Gospel of Luke)

First use March—May 2018 (13 Sundays, April has 5 Sundays)
Character and the Crown (1 Samuel) (Easter – April 1)

First use June—August 2018 (13 Sundays, July has 5 Sundays)
Rescue and Redemption

Year 3 (2018-2019)

First use September—November 2018 (13 Sundays, September has 5 Sundays)
Correction and Counsel (1 & 2 Corinthians)

First use December—February 2018-2019 (13 Sundays, December has 5 Sundays)
The Gospel of John

First use March—May 2019 (13 Sundays, March has 5 Sundays)
2 Samuel (Easter – April 21)

First use June—August 2019 (13 Sundays, June has 5 Sundays)
Thematic: TBD

Year 4 (2019-2020)

First use September—November 2019 (13 Sundays, September has 5 Sundays)

The Letters of James & John

First use December—February 2019-2020 (13 Sundays, December has 5 Sundays)

The Gospel of Matthew

First use March—May 2020 (14 Sundays, March & May have 5 Sundays)

Daniel (Easter - April 16)

First use June—August 2020 (13 Sundays, August has 5 Sundays)

Thematic: To be determined

Reminder: Since Connect 360 curriculum materials are undated, a church has the option of constructing its own scope and sequence according to its needs. That is, the church may construct its own plan from all of the Connect 360 materials available.