

## Extending your Summer with Zip for Kids™

1. Welcome and introduce yourself.

2. Ask who has never heard of Zip for Kids™, who knows a little about it, and who has used it. Adjust based on your group, but consider these talking points:

- Zip for Kids is THE most customizable resource we know because it can be VBS, camp, 10-12 Wednesday nights in summer, a once-a-month parent night out, or whatever you can imagine.
- Zip for Kids is not a disposable resource since you can use later anything you didn't use the first time. It has a long shelf life and it is compact (very little shelf space).

3. Quick look at Zip for Kids: Preschool.

- Everything you need for a preschool event based on same content as grades 1-6.
- Bible story videos
- Music
- Bible group times
- Track times for preschoolers

4. Review of components for Zip for Kids™ (grades 1-6)

Essentials (Bible stories including videos, large group time, small group time)

- Media (Bible story videos, Intro videos, Get the Point videos, Song lyrics synced to music, bumpers, countdowns, presentation files)
- Tracks (16 tracks each containing 5 50-minute sessions and 3 Create-your-own templates, all with Bible debriefs written in)

5. Now let's look a little deeper and see what is inside Zip for Kids. (Distribute each category of cards to a participant as you give a brief explanation of each set of cards. The info in parentheses indicated the number of cards in that set.)

- Songs - (10 song title cards) On Zip Media you will find 10 songs. Three of those songs are used the Perform It Tracks. While you can easily use your own praise team or music selections, for today's purpose, we'll just reference these 10 songs.
- Bible stories - (40 cards) Each volume of Zip focuses on 10 biblical concepts. Each concept is taught from both an OT story and an NT story. (That's 10 Bible stories.) Each story is provided in a traditional story format, as a video, and as a two person skit. Additionally, a "Reconnect" is provided in small group if the story has already been shared in large group.
- Energizers for Large Group - (10 cards) Zip defines large group as "platform driven time," generally when you have all the kids together. Energizers or quick 3 to 5 minute activities to get kids engaged.
- Intro videos for Large Group - (5 cards) One video is provided to introduce each of the 5 biblical concepts.
- Huddle Ups for Large Group - (30 cards) Huddle Ups are times when your large group will huddle together to do a quick activity based on directions given by the stage leader. Some activities build relationships, some make application of the day's truth, and some help review elements of the Bible story. You will find 6 options per biblical concept.
- Get the Point for Large Group - (20 cards) Get the Point is basically an "object lesson" approach to the biblical truth. For each of the 5 biblical concepts, you will find one Get the Point Video and three Get the Point activities that can be done by your stage team.
- Crowd Games for Large Group - (20 cards) Crowd games can be used when you want a high energy large group time, when you want to add group participation, or just for fun. Four crowd game ideas are provide for each of the five concepts.
- Intro Activities for Small Group - (20 cards) Small group is just that, a more intimate Bible study time

for a smaller group based on your choice of how to group kids. Each Bible story (all 10) have elements provided to build your own small group experience. Two Intro Activity options are provided for each of the 10 stories.

- Drive the Discussion for Small Group - (10 cards) Drive the Discussion outlines talking points and scriptures for leaders to use during this 15 minutes of in-depth Bible study. A Drive the Discussion is provided for each of the 10 Bible stories.
- Small Group Activities - (30 cards) Three 10-minute activities are provided for each Bible story. You can pick and choose the activities want to fill the time you have chosen for small group Bible study.
- Quiet Time Cards - For camps or retreats, Quiet Time Cards can be printed from the Administrative Helps DVD-ROM.
- Zip for Kids: Tracks - (19 cards) Zip provides 16 fully developed tracks times, each containing 5 50-minute sessions. The Live-It track offers options to expand into a community mission action project. Three “Create-your-own” templates allow you to create additional tracks. These templates already have the debriefs written in and contain suggestions about what types of activities to include.

6. So, now let’s see what we can do with all this “stuff.” Suppose you’ve already had an amazing Journey of the Map VBS week, and you’ve taken your 4th-6th graders to CentriKid. But, you look at your calendar and you still have 10 Wednesday nights during the summer to fill, a 3-day Day Camp for your 1st-3rd graders, and an End of Summer Preteen Retreat that 24 hours long! Let’s see if Zip can help.

Show the posters with the three schedules.

Begin with the 10 Wednesday nights schedule. Collect the cards from the participants that are called for in the schedule.

Collect cards called for using the 3-Day Camp for grades 1-3.

Collect cards for the 24-hour Preteen Retreat.

Point out how many cards are still with participants and that none of the cards were used twice.

7. If time, demonstrate how the “Session Builder Software” works using one of the Zip for Kids: Essentials discs.

8. Allow for questions.

9. Close in prayer thanking God for kids ministers who work so hard to help their kids know about God and have a personal relationship with His Son, Jesus.