

## Successful Kid's Church Is Intentional

### 1. Planning

- a. What curriculum will be used?
- b. Who will be on the team? (adults, youth, mix of both)
- c. How many team members do you need?
- d. How will you structure your service?

For us, we think of the order of service as a gently sloping wavy line as opposed to a choppy line that looks more like a heart monitor, LOL. You want the service to flow smoothly. For example, don't schedule a worship song right after game time. That's too drastic of a change in activities. Put a game before or after the action song. After the action song, go over rules, take prayer requests or give them the Big Idea for the day. Do something interactive, but calmer to bring them down from the active portion of the service. Here's our general order:

Welcome (we always have lively music playing)  
Action Song  
Rules (if we go over them)  
Big Idea  
Verse  
Puppet interaction leading into lesson  
Lesson  
Altar  
Game

\*Note, it's not ideal to put game-time at the end (I don't like to give children to their parents all hyped up), sometimes we do a game after the action song. That is the best place to put a game activity. But, due to the unpredictability of when sanctuary services end, sometimes we must fill the extra time with games.

### 2. Curriculum/What will work best for you?

- a. Pentecostal Publishing House?
- b. Charisma Life?

- c. Group Publishing?
- d. Will you use all-in-one material or piece it together?
- e. Write your own lessons?

We have used most of these options, and they have all been good. Our favorite curriculum is from Kids on the Move, but it is no longer available. ☹

### 3. Consider Room Layout

- a. Can all the children see clearly?
- b. Is there a way to arrange that will help behavior issues? It might be challenging to change the room around (media and sound might be affected), but it's worth it if it will help the children engage better.

### 4. Practice, Practice

- c. Never wing it!
- d. Practice each service prior to the children's arrival
- e. Practicing will ensure all team members know their roles and responsibilities
- f. Give each team member room to fail so they can grow

### 5. Trial and Error

- a. Sometimes what you think is awesome does not work
- b. OR, something that seems silly is a hit
- c. Your audience will tell you what works best--if you see a bunch of dazed and confused little faces, you will know that whatever you tried, didn't achieve your intention. Maybe it needs a little tweaking before totally scrapping the idea.

## 6. Visual Stimulation

- a. Puppets
- b. Object lessons
- c. Skits
- d. Videos if appropriate
- e. Silly characters

## 7. Teamwork, **WORKS!**

- a. You can't do it all
- b. Know your strengths but identify and work on your own personal weaknesses. For example, I am a doer. I am constantly going/doing at 100mph. So much so, that I don't take time to plan or communicate effectively. Regular planning meetings and better communication skills are things I need to work on for the sake of my team.
- c. Giving other team members roles that will allow them to grow
- d. Push your team slowly. We want our teams to be improving but need to go at a reasonable pace. If you feel like you've plateaued, change something to reinvigorate the team.

## 8. Team Members

- a. Media/Sound
- b. Action Songs
- c. Crowd Control
- d. MC
- e. Planner/Organizer

Get feedback from your team. Leaders need to grow too. To do that, we have to be open to both positive AND negative feedback.