KIDStory

A PROGRAM OF KIDS AROUND THE WORLD

KIDStory is about creating environments, environments that are safe where transformation can happen. It's where children and leaders encounter the hope and love found in Jesus. The Connect Cards have been developed to help create this kind of environment. Rich Melheim once said: *You have to open the child before you open the Book.* Chad Littlefield says you have to *connect before content.*

What are they saying? Before you begin teaching, get participants engaged and connecting before you get to your teaching. The key is creating environments through relational discipleship where kids encounter the love and hope found in Jesus Christ. The Connect Cards are a simple tool to make this happen.

There are three card decks: two for leaders and one for kids. There are 10 cards for each topic where participants connect by topic, number and / or color. Here is what you will find in each deck:

There are 2 themes in the Leader Deck. **Core Essential** cards are great to use as Energizers at training events and meetings where those who have started using KIDStory can share how the methodology is being used. The topics include:

- FUN
- Bible Centered
- Spirit Led
- Reproducible
- Relational

The other set of cards have topics about ministering to children. These cards would be excellent to use as an opening or prior to officially starting a KIDStory event. The topics are:

- Children
- Celebrate
- Serving with Others
- Share What You Have Been Given
- God is at Work

The Kids Connect Cards are an excellent way to get the children in your gathering to have FUN by sharing with one another. They can also be used to discover their likes, their believes about God and what it means to have a relationship with Jesus. The topics include:

- Core Questions. (Questions that can be asked with any Bible Story)
- Would You Rather …
- Feelings
- Friends and Family
- FUN
- God

Here are just a few simple activities you can do with the cards:

- Pair and Share: Each person receives a card. Have them pair up in any way you think appropriate. They swap cards and answer what is on their card. When they are done sharing, they raise their hand to see who else is done and swap cards once again and answer what is on the card they have now received. Keep repeating for the allotted amount of time. They first can pair up by:
  - Born the same month or season
  - Has the same number of buttons on their clothes
  - Has an equal number of siblings
  - A different color card but the same number on it
  - Same size shoe (soul mates!)
- One of each color: It doesn't matter what number they have as long as the colors are different
- FUN Run!: Get into groups with numbers in a row for as many people you want in a group.
- You Pick: Cards are left out and people are allowed to pick which ever one they want. They get into pairs or groups by whatever method you choose and swap cards and share with one another.
- Gotta Hand it to You! Participants are not allowed to look at the cards you are holding. Participants randomly choose a card and answer to a partner or to the group.