

Lesson #20: Don't throw out the baby with the bathwater! Be a pirate!

A little bit of pirate-ing from other sources can go a long way in "fixing" a curriculum's weaknesses. Few, if any, curriculums will have everything you want, just the way you want it. One curriculum might have fun activities, but they are fluffy, time-fillers. Another one may have outstanding teaching, but many workbook/seat-work activity... and you have a bunch of wiggle monkeys! Yet another may have great teaching and good activities, just not enough. A fourth might have great activities, but the truths presented are very shallow or moralistic. Is there any way to use curriculums like these?

Many times, yes! Here are some suggested fixes for different problems?

1. Not theologically sound.

Re-write, if possible. Sometimes, a curriculum is just too off-base to work with, though.

2. No regular presentation of the gospel.

Include a copy of the gospel, appropriate for the children's age group in the teacher's binder and/or add it to the lesson plan.

3. Too much seat-work.

Add games such as the Praise Factory games (see Appendices K,L, and M) along with your own discussion questions to be used with the games to combine movement with reinforcement of the truths learned. Save the seat-work for a take-home sheet or for the opening minutes of the next Sunday's session as children are arriving into class. A great way to reinforce truths from the previous week!

4. Don't like the order in the lesson plan.

Switch it around!

5. No parent hand outs for review and discussion at home.

Save some of the seat-work and give it out as a take home instead. Type up the Bible passage used and a few discussion questions for the parents to use with their children to review at home. Or, give them a memory verse to learn. Or, give them a coloring sheet and type the Bible passage and discussion questions on the back for the children to take home.

6. The curriculum presumes too much reading or writing ability.

Teacher reads passages instead of the students. Teacher takes the questions from a written assignment and uses them in a game, instead. (See praise factory games.)

7. Not enough activities.

Add crafts, music or games from other sources, along with your own discussion questions, to combine movement with reinforcement of the truths learned.

Two particular good resources for adding extra games: [Great Games for Preschoolers](#) and [Great Games for Elementary School Children](#) are two resources available through www.praisefactory.org. They each contain dozens of games that can be used in any Bible story or with any Bible verse. They are also included in Appendices L and M in the back of this book. Appendix K in the back of this book includes tips for pirating the Praise Factory resources for use in other curriculum.

Lesson #20: Questions for You in Your Ministry Setting:

1. What do you like about your current curriculum?
2. Are there any areas that need "fixing"? What are they?
3. How could you keep what you like and fix what you don't like?