

BEFORE WORSHIP MEETING
15 MINUTES
Arrive before worship to meet with serving team members to go over lesson and plan for day.
Make sure room is organized and safe for children.
☐ Set the room up for the lesson and activities: computer on, slideshow set up, music
ready and lesson/activities materials ready and set up.
Pray as a team over each other and children you will be interacting with.
CHECKING-IN CHILDREN
5- 10 MINUTES — This will take place during the beginning of play time activity so
have someone set to run the check-in and someone else running play time
activities
Arrive directly after worship ensuring the team arrives before families
☐ Have music playing as families arrive
Welcome children by name and usher them into the classroom making sure they are
checked into Planning Center and wearing registered name label
No label: Ensure child is checked in through Planning Center and create a
handwritten name tag to help child's name if needed
 No label and not checked into Planning Center: direct family to the info kiosk where they can have their children registered and checked-in
where they carriave their children registered and checked-in
PLAY TIME ACTIVITIES
10 – 15 MINUTES
Free Time and Scheduled Play Time Activity Optional
☐ Help children find a place to play
Play and interact with all children
Optional: Direct the children through the scheduled play time activity given in the
curriculum
WELCOME & INTRO
5 MINUTES
At the end of play time activities, a 1-minute countdown timer will begin, direct the
children to clean up their toys/activities and invite them to the story time mat
☐ Teacher: Utilize the welcome portion of the lesson to help set the class up for the Big
Bible Lesson
☐ Helpers: Sit and participate with the children and help with classroom management

STORY TIME RULES 3 MINUTES ☐ Using the slideshow remote play the Topher the Gopher Story Time Rules video ☐ Actively participate along with the children **BIG BIBLE LESSON** 5-10 MINUTES ☐ Teacher: Tells the Big Bible Lesson in a creative thoughtful way utilizing the curriculum, theme and props provided ☐ Helper: Sit and participate with the children and help with classroom management **BIG IDEA REVIEW & PRAYER 5 MINUTES** CLASS INFORMS TOPHER THE GOPHER OF THE BIG IDEA ☐ Teacher: Review the Big Idea and have the children practice telling Topher the Gopher by using the videos on the slideshow provided • 1st video: Topher's sleeping so have the class yell 'Topher the Gopher wake up!' • 2nd video: Topher asks "Hey, what's the big idea?" have the children yell today's Big Idea • 3rd video: Topher says "Wow, that is a big idea! Thanks for telling me! Good bye children!" and have the kids jump up and wave good bye. **Note: take your time going through the videos as they will only change when you want them to change, it is not timed** ☐ Be energetic and participate with the children **CLOSING ACTIVITIES REMAINDER OF CLASS** Free Time and Scheduled Closing Activities Optional ☐ Help children find a place to play ☐ Play and interact with all children Optional: Direct the children through a scheduled small group activity given in the curriculum **CHECKING OUT CHILDREN** Children will be picked up from the classroom by their parents/quardians. ☐ Greet parents/quardians at the door and kindly ask for their security label ☐ Ensure the security label matches the child's registered label they are wearing and discard both labels unless the parent needs the parent security label for picking up a sibling in another room.

☐ Allow the child to leave the room to meet their parent in the hallway

☐ Turn off computer and tv if you are serving on the last service

☐ All team members are to stay in the room until every child has been picked up

☐ Check out the child on Planning Center

☐ Sanitize and tidy room