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DOES TEAMKID USE THE LEVELS OF BIBLICAL LEARNING?®

Absolutely! On the first page of each meeting, you will see both the Concept Area and the specific Level of Biblical Learning that session will cover for Younger Kids, Middle Kids, and Preteens. For easy reference, see below for the Concept Areas covered in Catching AIr.

G0D	BIBLE	CHURCH
Meetings 1-6	Meetings 13-18	Meetings 25-30
PEOPLE	J esus	COMMUNITY & WORLD
Meetings 7-12	Meetings 19-24	Meetings 31-36

What are the levels of biblical learning? *Levels of Biblical Learning* covers 10 biblical concept areas that children can learn as they study God's Word. The concept areas are presented through six different age ranges, from infancy through the preteen years, and reflect levels of understanding that follow how God designed children to learn. Learn more at *lifeway.com/levelsofbiblicallearning*.

LEADER GUIDE

HOW IS TEAMKID: CATCHING AIR DIFFERENT?

TeamKID is new for the next generation of kids — with high energy games, a greater emphasis on missions, and more memory verses that help kids apply Bible truths to real life — while kids learn Bible truths foundational for every Christian.

MORE BIBLE!!

- Bible Study: each meeting includes a Bible Story and teaching that helps kids grow into disciples of Christ.
- Bible Memory: each meeting includes a memory verse connecting to that week's Bible truth.
- Extra verses: an extra verse is listed on each week's Parent Connection from the DVD-ROM (added from the Green Cycle of *Bible Skills Drills & Thrills*)

MORE MISSIONS!!

- Missions Videos: each week has its own missions video from Kids on Mission
- Missions Activities: each meeting includes missions reproducibles and extras from the DVD-ROM

MORE FUN!!

- More Rec Games: TOURNAMENT activities are bigger and better than ever, which means more fun!
- WARM-UP: each meeting kids off with a fun activity that can incorporate kids as they arrive and peak interest in the Bible truth for the day

CATCHING AIR

WHAT IS CATCHING AIR?

The perfect jump. The longest throw. The highest leap. Every competitor longs for his best performance. This volume of TeamKID teaches kids to soar in God's strength, as He helps them live for Him and tell others about His love.

ISAIAH 40:31

Those who trust in the LORD will renew their strength; they will *soar* on wings like eagles; they will run and not grow weary; they will walk and not faint.

WHY CATCHING AIR?

Catching Air is a term many of today's athletes use to indicate their best performance for those leap, jump, or ride—literally to soar!

TeamKID: Catching Air wants kids to realize their strength will eventually fade, but those who trust in God will renew, walk, run, and soar in His strength!

HOW DID YOU DEVELOP THE CATCHING AIR CONTENT?

TeamKID: Catching Air is designed as a next step in learning for kids in discipleship after their new Christian classes or for any kid wanting to learn more about Jesus. The content was developed to be complementary to the Disciples Path curriculum. The 36 sessions of TeamKID: Catching Air naturally fit Disciples Path when organized in the following way (see p. 15).

For more information about Disciples Path for Adults and Students, visit *lifeway.com/disciplespath*.



EADER GUIDE TeamKID: Catching Air

TEAMKID: CATCHING AIR & & DISCIPLES PATH

THE BEGINNING: WHO IS GOD?

MEETING 1: How Great Is

God?

MEETING 2: Does God Keep

His Promises?

MEETING 3: Who Is God?

MEETING 4: Is God Loving?

MEETING 5: Is God Just and

Good?

MEETING 6: What Is God's

Plan?

THE CALL: THE PEOPLE CALLED BY GOD

MEETING 7: What Is God's Most Important Creation?

MEETING 8: What Went

Wrong?

MEETING 9: Does God Love People Even Though They

Sin?

MEETING 10: How Should People Respond to God's

Love?

MEETING 11: How Did God Plan for People to Live in Relationship with Others?

MEETING 12: How Do Christians Work Together?

THE TRUTH: WHAT IS THE BIBLE?

MEETING 13: Why Is the Bible

True?

MEETING 14: Why Do We

Need the Bible?

MEETING 15: Why Did God

Give Us the Bible?

MEETING 16: How Should We

Respond to the Bible?

MEETING 17: Why Should I

Study and

Memorize the Bible?

MEETING 18: Why Is the Bible

Important?

THE WAY: WHO IS JESUS?

MEETING 19: What Is Special

About Jesus?

MEETING 20: How Does Jesus

Relate to Believers?

MEETING 21: What Did Jesus Do While He Lived on Earth?

MEETING 22: How Did Jesus

Live?

MEETING 23: What Happened

on the Cross?

MEETING 24: How Does Jesus

Change Us?

THE LIFE:

MEETING 25: How Do I Follow

Jesus?

MEETING 26: What Is

Baptism?

MEETING 27: What Is the

Lord's Supper?

MEETING 28: What Does it

Mean to Be a Steward?

MEETING 29: Why Should I

Study the Bible?

MEETING 30: Why Should I

Pray?

THE MISSION: WHAT ARE WE TO TELL OTHERS?

MEETING 31: Do I Have a

Mission?

MEETING 32: How Do I Live

on Mission?

MEETING 33: Where Do I Live

on Mission?

MEETING 34: How Do I Serve

Others and Grow God's

Kingdom?

MEETING 35: How Does the

Church Fit into My Mission?

MEETING 36: How Do I Share

Christ with Others?





PROMOTING TEAMKID

Getting children to TeamKID should be your first goal. But how can you attract children and parents who have a busy schedule? Good, effective promotion is the key.

Your publicity may include phone calls, personal visits, mail-outs, displays, bulletin boards, posters, handouts, announcements, newsletters or newspaper articles, and a host of other approaches. See DVD-ROM Item 1 for clip art.

Use the TeamKID banner to tell the community that TeamKID meets at your church (001301855).

15 EASY STEPS FOR PROMOTIONAL STRATEGY

- Begin now! Begin now displaying the TeamKID logo in the halls of your church. Place the logo in the church newsletter or bulletin. You need not explain the entire ministry. Simply let the logo visually communicate what is to come. Increase the amount of information you share as the weeks progress.
- 2. Use variety. Plan to use a variety of approaches (mail-outs, bulletin boards, and posters, for instance). The more you repeat your message, the more people will remember it.
- 3. Use the logo consistently. Use the TeamKID logo on all of your publicity pieces. Soon people will associate the logo with TeamKID and the good things you have planned. TeamKID clip art is available on DVD-ROM Item 1.
- 4. Choose colors. Choose two or three colors to use in all of your publicity efforts. This will make your items easily recognizable. You may wish to use the colors on the covers of the TeamKID resources.
- 5. Be specific. Tell the children when and where your meetings will be held. Share the title of the resource and who is invited—all boys and girls in grades 1–6 and their friends! Tell the children what they will be doing: games, fun, learning, and so on. When communicating with parents, share the meeting titles and information about what their children will learn. On the back of the Parents Letter in the Activity Books is a list of the meeting topics.
- 6. Do first-quality publicity. A poorly made poster or a sloppy bulletin board may do more harm than good. Let everything you prepare be attractive and appealing.

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- 7. Enlist help. You do not have to do all of your publicity work by yourself. Enlist the help of your children's committee, church public relations committee, or a church member who is a gifted artist. Also remember to ask teenagers and senior adults for help.
- 8. Ask the church to pray. Introduce TeamKID to the whole congregation and request prayer support for this important task of reaching and discipling children.
- 9. Plan an open house. Plan an open house for the entire church four or five weeks into the club. Invite them to be a part of the ministry for which they are praying by coming to the club meetings during COOL DOWN for refreshments.
- 10. Use the church newsletter. Include information in the church newsletter about TeamKID meetings. Use the clip art on DVD-ROM Item 1 to call attention to the article.
- 11. Promote during worship. Do a brief skit or dialogue during services on Sundays and Wednesdays to announce TeamKID.
- Notify parents. Send letters to the parents explaining the details of TeamKID. See the "Letter to Parents/Children" (DVD-ROM) Item 5 or Activity Books, pages 77-78.
- 13. Plan a parents' night. Invite parents to an informational meeting. Explain how TeamKID works. Plan to conduct a TeamKID meeting (or parts of one) for the parents.
- 14. Enlist parents. Enlist the help of parents. Ask parents to help with publicity, snacks, THE TOURNAMENT, STRETCHING, transportation, or to be a special guest during a TeamKID meeting.
- 15. Display the banner outside your church. Let the community know that TeamKID is meeting at your church by displaying the TeamKID Banner (001301855).





HOW GREAT IS GOD?

GOD IS ALL-POWERFUL, ALL-KNOWING, AND ALL-PRESENT.

THE BIBLE GETS STRAIGHT TO THE POINT ABOUT GOD. "HE'S THE CREATOR!" THE FIRST PAGES OF GENESIS CRY OUT. FROM THE INITIAL STORY OF CREATION IN GENESIS TO THE PROPHESIES OF A NEW CREATION IN REVELATION, THE CANON OF SCRIPTURE IS BOOKENDED BY TALES OF GOD'S GREATNESS. DURING THIS MEETING, WE'LL DIG INTO THE CHARACTER OF GOD AS CREATOR. THE GREATNESS OF GOD IS SHOWN TO US EVERY DAY THROUGH THE CREATED ORDER THAT HINTS AT HIS QUALITIES OF OMNISCIENCE (ALL KNOWING), OMNIPOTENCE (ALL POWERFUL), AND OMNIPRESENCE (ALL PRESENT). WHILE GOD'S GREATNESS IS INEXHAUSTIBLE, YOU'LL GIVE YOUR TEAMKIDS A GREAT STARTING POINT TO UNDERSTAND HIM AND HIS GOSPEL BY TEACHING THEM THE CREATION STORY!

BIBLE VERSE

Luke 1:37

BIBLE STORY

Creation of the World (Genesis 1:1-31)



LEVEL OF BIBLICAL LEARNING

- Younger Kids: God is Creator and worthy to be praised.
- Middle Kids: God is Creator and worthy to be praised.
- Preteens: God deserves respect, obedience, and honor. God wants us to live for His glory.

TEACHER SUPPORT

Go deeper into the Bible Story and life application by reading this meeting's Teacher Support (Item 23).

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WARM-UP (10 MINUTES)

- Distribute a pre-packed paper bag as children arrive for today's meeting (1 bag per child). Prompt kids to think of one thing God created. Ask kids to open their bag and use the items inside it to create a "creation critter." Invite kids to use masking tape, glue, and markers as additional resources.
- Once finished, instruct each child to write his name on the paper bag and place his creation inside.
- Say, "How hard was it for you to create something using the items inside your bag? What about God? God made something out of nothing!"

PROVIDE:

- Small paper bag (1 per child)
- Masking tape
- Glue
- Washable markers

TO DO:

 Place 4 chenille craft sticks of different colors, 4-5 five small wooden sticks, and 3 large wooden sticks in each bag.

WORKOUT (25 MINUTES)

- Invite the children and coaches to come sit on the floor. Ask,
 "Did everyone have time to think of something God created?
 How many of you used the items in your bag to create what
 you thought of?" As the kids raise their hands, allow them to
 share their creation with the class.
- Allow kids to answer, perhaps some showing their creations and others describing theirs in greater detail. Point out that kids had to think what to create before they used the supplies, and that God didn't even need supplies.
- Ask for a volunteer to pull a paper strip out of the bag and read it. Discuss each term and its meaning. Display the words/ definitions as you discuss them. Ask, "How powerful is God to be to be the Creator?"
- Tell the Bible Story in your own words. Use the following as a guide.

CREATION OF THE WORLD BASED ON GENESIS 1:1-31

The Bible tells us that although the world was once dark and formless, God existed in the beginning. He created the heavens and the earth and hovered over the watery depths. God said, "Let there be light!" and suddenly there was light. God saw that the light was good. God separated light from darkness. He called the light "day" and the darkness "night." This was the first day.

God separated the waters and put an expanse, or large space, between them. Water was above the

PROVIDE:

- Shoebox or paper bag
- Paper
- Marker
- Tape
- Chenille craft stems, small wooden sticks, large wooden sticks (several for each child)

TO DO:

- Print "Answer Strips" (Item 17).
- Write the words omnipotent, omnipresent, and omniscient and the definitions all powerful, all knowing, in all places at once on 3 strips, and place them in the shoebox or paper bag.

TIP:

Use the exact terms and definitions for older children. For younger children, write the definitions for them.

TIP:

Encourage kids to keep a journal (a simple notebook). They can use their journals to take notes on activities or thoughts from meetings. Afterwards, they can reflect from home on what they learned in class.





expanse, and water was below the expanse as well. God called the expanse "sky." This was the second day. God told the water under the sky to gather together in one place, and dry land suddenly appeared. He called the dry land "earth" and the gathered waters He called "seas." It was good. Then God told the earth to produce vegetation of all kinds including trees, flowers, and seed-bearing plants. This was the third day.

On the fourth day, God told the stars, moon, and sun to shine. The sun would rule the day and the moon would rule the night. God saw it was good.

On the fifth day, God created all the birds of the air, all the fish of the sea, and all the water creatures. God commanded the sea creatures to multiply and to fill the waters of the sea. He told the birds to do the same and fill the air! God saw it was good.

God created all the living creatures like livestock, crawling creatures, and wildlife of all sorts. God saw it was good. Then God said, "Let's make man in Our image. Man will be in charge of the fish in the sea, the birds in the air, and the animals on the earth." So God created male and female, man and woman. He told them to multiply and to enjoy all the creation that He had created. He saw all of creation and said it was very good! This was the sixth day.

God's creation was complete. So, on the seventh day, God rested

- The creation story you just heard is found in Genesis, the first book of the Bible. From the opening pages of Scripture, we learn that God is the Creator of the world and is all powerful. The New Testament says people have no excuse not to worship God when they witness all the amazing things He's made (Romans 1:10).
- God is not only all powerful, He's also all knowing. Nothing is hidden from God! If that wasn't enough to impress you, get this: God is also all present. He's everywhere at once! These qualities of God have some big words that describe them: omnipotent (all powerful), omniscient (all knowing), and omnipresent (in all places at once). Don't worry about remembering those big words, but do make sure you leave today remembering this: God is Great!!!

PROVIDE:

- •2 poster boards
- Markers
- Large sticky notes or construction paper strips and masking tape

TO DO:

•Print Luke 1:27 on the poster boards. Display in clear sight.

STRETCHING (10 MINUTES)

 Read Luke 1:37 aloud for review. Cover a few words at a time and repeat the verse. Continue covering words and repeating the verse until the children say the verse from memory.

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- Form two groups. Assign each group a Memory Verse poster. Instruct the children to cover the words and repeat the verse as a group loud enough so that the leaders can hear it!
- Start the race. The first group to finish covering the verse and reciting it from memory without peeking wins.
- Ask, "Is it hard to understand that God created everything? Sure! But knowing that God is all-powerful, all-knowing, and all-present, we can know that nothing is impossible with God!"
- Say, "I need one person to help me." Choose a volunteer to find Luke 1:37. Read the memory verse two or three times, and discuss with your class how nothing is impossible with God! Be prepared to share your own life experiences of what God has done for you.
- Distribute Activity Books (1 per child). Allow kids to work "Note-worthy" (Younger Kids) and "I'm Puzzled" (Older Kids) and "With What?" in their Activity Books.
- Ask, "Who can still say today's verse from memory?"
- Compliment the child who gets the verse correct.

REACH OUT (20 MINUTES)

- Show kids a globe and point out the Amazon Jungle in the country of Brazil.
- Display "Amazon Animals," pointing out each animal. Take turns letting each child choose one of the animals. Instruct other kids to guess which animal the kid chose. The child may act out the animal motion and noises to help.
- State, "Close your eyes. Pretend you are a missionary. You are in the rainforests of South America. What words describe the Amazon River? What birds do you hear and how do they sound? Pretend to paddle down the river. What animals do you see? Let's meet a missionary who braves new territory to tell others about Jesus."
- Show the "Away from It All" video.
- Discuss the video and the challenges that all missionaries face in different parts of the world: government approval, different language, strange foods, different climate and critters, finding a home, a church, and a school. Call on a kid to look up and read aloud 2 Timothy 1:7. Explain that God understands the fears we face in telling others about Him, but that He has given us the great gift of not having to be afraid.
- Pray together for missionaries' safety and for courage as they face fears to tell people all around the world about Jesus. Pray for adventurous missionaries to find and reach new people groups for Jesus Christ. Pray for your team to share Christ boldly with their friends.



PROVIDE:

- Globe
- Activity Books
- Pen/pencil (1 per child)
- Bible
- DVD-ROM

TO DO:

- Cue the "Away from It All" video (DVD).
- Print "Amazon Animals" (Item 21).



PROVIDE:

Boundary markers

PROVIDE:

- Playground ball or beanbag
- DVD-ROM

TO DO:

- Print "Creation Pictures" (Item 22). Cut apart to place around the Tournament area.
- Mix up and place the pictures on the ground, or use clothespins and string and string them up between two chairs.

• Allow children time to complete the "Numbers Don't Matter" missions activity in the Activity Book as time permits.

TOURNAMENT (20 MINUTES)

#1. VERSE RACE COVER UP

- This is a simple tag game with a twist. Choose one player to be the tagger. When this player tags a runner, the runner must stop and join hands with the tagger. These two must now attempt to tag other players without breaking their clasp. As the game continues, the chain of players will grow. Continue play until all players are part of the chain.
- Restart the game with a new tagger. Most likely this is the player
 who was the last person to become the amoeba. Consider
 having the amoeba players make a funny noise as they tag
 others.
- Ask, "Is it hard to understand that God created everything?
 Sure! But knowing that God is all-powerful, all-knowing, and all-present, we can know that nothing is impossible with God."

#2. CREATION PIN UP

- Form two teams. Distribute the playground ball or the beanbag. Instruct the first child in each team to toss the ball/bag at the picture that represents the first day of creation. If she gets it right, then she can take the corresponding construction paper number page and place it over the picture. The first team to get all seven days in the right order wins.
- State, "Knowing the order in which God created things helps us understand Him more.
- Ask, "Did God create fish before He created the sea? Did He create livestock before He created the land? What about the stars? Did they come before the night sky? God had a specific and perfect order to Creation."

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#3. HOW GREAT IS GOD?

- On the back of each child, attach a name tag with one of God's creations written on it.
- Choose a child to be *It*. Tell *It* the name of a creation he must find. *It* must walk or skip around the room saying, "Nothing is impossible with God!" in a sing-songy voice until he finds the person with the creation tag that matches what the leader whispered. When he reaches the correct child, he says, "God created a (insert animal)!" Together they find the next creation until all the nametags are matched.
- Play continues until every child gets a turn.
- Conclude the game by leading everybody to declare, "God is greater that anything on earth!" with arms stretched out wide.

PROVIDE:

- Scarf
- Nametag (1 per child)
- Marker

TO DO:

 Write the name of a creation on each nametag (dog, cat, cow, chicken, pig, boy, girl, etc.).

COOL DOWN (5 MINUTES)

- Direct the children to wash their hands. Provide a snack such as animal crackers, goldfish, or fruit snacks and water to remind them of creation. As the snack and water are distributed, ask questions to review the Bible Story. You may reuse "Creation Pictures" (Item 22) as a reference.
- · Questions:
 - What was created on the first day of creation? (day and night)
 - What was created on day two? (sky)
 - What was created on day three that allowed for livestock and fish to be later created? (land and water were separated)
 - The sun, moon, and stars were created on what day? (four)
 - What day were birds, fish, and water animals created? (five)
 - On what day was livestock (animals that roam on the ground)? (six)
- Conclude, "Look at the pictures and the order in which things were created. Do you think we could have had day five before day two? God had a perfect plan already in place for the animals, and He has a perfect plan in place for us too."
- Distribute "Parent Connections" (1 per child) as the children are dismissed.

PROVIDE:

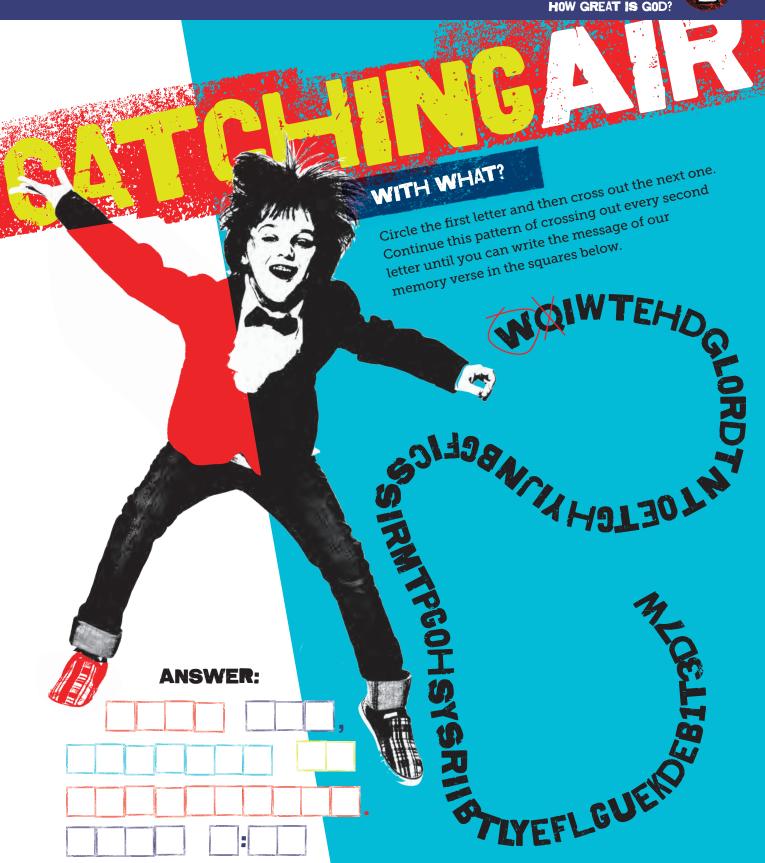
• A church-approved snack

TO DO:

- Print "Allergy Alert" (Item 7), listing ingredients.
- Print "Parent Connection" (Item 24) (1 per child).







TeamKID Catching Air

YOUNGER KIDS ACTIVITY BOOK

MEELING

THOUSAN

KEEP HIS MANDMER

STAR GAZING

Look up Deuteronomy 7:9 and use the phrases in the stars to write the verse message in your own words in the space below.

UTERONOMY

ONE BIG GOD, ONE BIG PLAN

GOD (WANTS, CALLS, CHOOSES, NEEDS) TO USE (ANIMALS, TOYS, CARDS, PEOPLE) TO CARRY OUT HIS (WORN, PLEDGE).

GOD (WANTS, CALLS, CHOOSES, NEEDS) TO USE (ANIMALS, TOYS, CARDS, PEOPLE) TO KEEP HIS (WORD, PROMISES, YOW, PLEDGE). GOD (WANTS, CALLS, CHOOSES, NEEDS) TO USE (ANIMALS, TOYS, CARDS, PEOPLE) TO CARRY OUT HIS (WORK, PLEDGE).

GOD (WANTS, CALLS, CHOOSES, NEEDS) TO USE (ANIMALS, TOYS, CARDS, PEOPLE) TO KEEP HIS (WORD, PROMISES, VOW, PLEDGE).

PROMISES, WORD) AND IS (GOOD, FAITHFUL, JUST, BIG ENOUGH) TO KEEP HIS (WORD, PAITHFUL, JUST, BIG ENOUGH). Read the sentence with the words you chose one his nlan and we are all nart of it

Missionaries use whatever they can, whenever they can to tell people about God. They trust God's promise every day. Pray, asking God to show how you

I PROMISE!!

In the space below, write down all the promises that you see God keeping. Make sure that they are promises from the Bible.

You can also make a list of prayer requests and check them off as they are answered.

