

TEAM BUILDERS

A SCRIPTURE UNION HOLIDAY CLUB PROGRAMME



Great new ideas inspired by experience

Includes photocopiable resources and **free extras** online

TEAM BUILDERS

A **SCRIPTURE UNION**
HOLIDAY CLUB PROGRAMME
FOR 5- TO 11-YEAR OLDS



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Scripture Union

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WELCOME

Welcome to TeamBuilders! Join your Squad and discover more about what it means to be on God's team.

The **Gaffer** and the **Head Coach** are ready to guide their Players (the children) through their training. As they do so, they'll uncover how God's people worked together (or not) through the stories of Joseph, Moses, Esther, Jesus' disciples, Paul and Barnabas and the church in Corinth, as told by the Head Tactician.

Whatever level of sporting talent you have, you'll find your place at **TeamBuilders** – God's team needs everyone, along with their different gifts, to function together and discover the amazing truth about Jesus!

TeamBuilders is a seven-day children's holiday club: an opening service, five (daily) club sessions and a Sweaty Church session to close.

GO TO

For details of the aims, theme, setting and roles of **TeamBuilders**, go to pages 8–16.

For outlines for each day's session, go to page 21.

For a resource bank of activity ideas, go to page 65.

IN GOD'S TEAM

SERVICE 1 TEAM GAME
1 Corinthians 12

MATCH DAY 1 BIGHEAD
Genesis 37

MATCH DAY 2 GOING SOLO
Exodus 18

MATCH DAY 3 PLAYING A BLINDER
Esther

MATCH DAY 4 ALL FOR ONE
Luke 6:12–16

MATCH DAY 5 SIN BIN
Acts 15:36–41
(with reference to Acts 13:13,14)

**SERVICE 2 SWEATY CHURCH:
TEAM TACTICS**
1 Corinthians 13





AIMS & BIBLE PROGRAMME

You might like to take some time to consider your own specific aims for your club. You can find some material in the TeamBuilders multimedia download area to help you do this.

Through seven Bible passages, the **TeamBuilders programme** explores the nature of team. With a background of Paul's first letter to the very un-team-like Corinthians, the children will encounter stories from both the Old and New Testaments that illustrate what it means to work together. These stories help the children focus on the value of teamwork in life and, in particular, as a community of people journeying with Jesus. In addition, the children will meet Jesus and discover what he did for them and how they can become part of Jesus' team.

AIMS

- **To help** children discover how we should work together to achieve more, and how God has given us gifts that complement each other.
- **To invite** children to encounter and potentially respond to God's plan of salvation, to Jesus and to the offer of eternal life.
- **To create** lasting, positive memories of Christian community, to build relationships and help children and their families become part of a Christian community.
- **To offer** a safe and fun environment for all children.
- **To nurture** the Christian faith of all the adults who are involved in the club.



THE TEAMBUILDERS BIBLE PROGRAMME

The first service explores part of Paul’s first letter to the Corinthians, where he tells them that everyone has different gifts – we can’t all do the same thing. Then, the five Bible stories of the club sessions help children discover aspects

of teamwork through Joseph, Moses, Esther, Jesus and Paul. The final service covers the best approach to follow if we are going to work together and show everyone how much we love Jesus.

BIBLE TEACHING: DAY BY DAY

SERVICE 1 TEAM GAME

The church in Corinth – 1 Corinthians 12

Paul has to remind the church that we are all part of one body with different parts to play. We’re all as important as each other. God has given us all different gifts and skills! The first service helps people to think about the idea of teamwork. If it’s a service where lots of club children (and their families) will be present, then people will be invited to think about their gifts and how their families work together as a team. If it is more of a commissioning service for leaders, then the team will be encouraged to think about how their skills fit together and how God has called them to play their part.

MATCH DAY 1 BIGHEAD

Joseph and his brothers – Genesis 37

Joseph had some special dreams, but he made a mess of telling his brothers – they thought he was trying to be the star player! On Day 1, the children investigate how we use the gifts and skills God has given us, making sure we recognise the skills of those around us. We should not think that one skill is more important than another. How does this connect to Jesus? Sometimes we get stuff badly wrong, and it can seem like there’s no way back. But God has made a way back for us – he sent Jesus to die on the cross in our place, so that all our wrong stuff can be forgiven.

MATCH DAY 2 GOING SOLO

Moses and the elders – Exodus 18

Moses had ended up doing all the work himself. His father-in-law suggested getting help before he wore himself out. Moses’ team of elders worked together to lead the people – he wasn’t alone!

On Day 2, the children explore how we are not alone. God provides us with people to help us, even when it seems like we are the only one. God loves us and wants to help us!

How does this connect to Jesus? Sometimes it can seem like we’re all alone, but we’re not! Jesus is with us – he wants to be our friend and to help us.

MATCH DAY 3 PLAYING A BLINDER

Esther and her family – Esther (summary and extracts)

Esther steps up to play a very important part in rescuing her people from persecution. Aided by her family (her Uncle Mordecai), she foils a plot and wins favour for the Jews.

On Day 3, the children encounter a time when a friend of God had to do something very scary, but it was a vital part to play in rescuing God’s people!

How does this connect to Jesus? Jesus also played a scary but vital part in rescuing everyone – he died to save us from the slavery of the things we do wrong.

MATCH DAY 4 ALL FOR ONE

Jesus and his disciples – Luke 6:12–16

Jesus chooses his team, the people he will train and teach so that they can carry the message of Jesus throughout the world.

On Day 4, the children encounter a collection of different – and unlikely – people whom Jesus called to be in his team. They worked well together and did amazing things together!

How does this connect to Jesus? We can all follow Jesus. He calls everyone, regardless of background and skills.

MATCH DAY 5 SIN BIN

Paul and his travelling companions

– Acts 15:36–41 (with reference to Acts 13:13,14)

Paul loves to work with others, but he feels let down by one friend, who abandoned them on an earlier journey. Does he forgive John Mark?

On Day 5, the children reflect on forgiveness – forgiving others and being forgiven. If we don’t forgive others, what happens?

How does this connect to Jesus? Jesus died so that we can be forgiven, and mend the friendship between us and God.

SERVICE 2 TEAM TACTICS

The church in Corinth – 1 Corinthians 13

Paul tells the church in Corinth the most important part of following Jesus – love. If we do things for God, but don’t love each other then everything we do is kind of pointless. We need love to play in God’s team!

This is a celebration of the club, with plenty of opportunity to review the events of **TeamBuilders** and what children have discovered.







KEY PASSAGE

Genesis 37

KEY STORYLINE

Joseph had some special dreams telling of some special talents. But he made a mess of telling his family – they thought he was trying to be the star player!

KEY AIMS

- To welcome each child to the club, setting the tone for the next few days.
- To investigate how we use the gifts and skills God has given us, making sure that we recognise the skills of those around us and not thinking that one is more important than the other.
- To catch sight of the forgiveness offered by God because of what Jesus did.

GOSPEL LINK

Sometimes we get stuff badly wrong, and it can seem like there's no way back. But God has made a way back for us – he sent Jesus to die on the cross in our place, so that all our wrong stuff can be forgiven.

BIGHEAD



TRAINING NOTES

NO CHURCH BACKGROUND

While some children may have seen *Joseph and the Amazing Technicolor Dreamcoat* and be familiar with this story, it's likely to be new to many of those without any church background. The idea of special dreams – dreams that have meaning – might be surprising; it is rare these days for people to try to interpret their dreams. However, don't let children get bogged down in this. Focus rather on the way in which Joseph acted. Think about whether it was fair that Joseph was the favourite, and imagine how the brothers felt. This will help the children make the links between this ancient story and their own lives.

CHURCH CHILDREN

The story of Joseph is a common one in a Sunday School setting, so if a child has grown up in church, they will probably have encountered him before. The focus on the first part of the story means we only meet the young Joseph, who has dreams, makes a mess of things and comes close to death at the hands of his brothers. Keep church children thinking about this early episode. What similarities or differences are there between themselves and Joseph?

WITH OTHER FAITHS

Children from other faiths will be used to the idea of prophetic dreams and stories of heroes in peril. Indeed, the story of Joseph appears in the Qur'an (as Yusuf) and many Muslim children will be familiar with the whole story (the Qur'anic story has more detail than the one in the Old Testament). For children of other faiths who may not have a familiarity with the story or ease with the idea of prophetic dreams, help them piece together whether Joseph acted well or not when he talked with his brothers about his dreams. If they were one of the brothers, how would they have felt?

WITH ADDITIONAL NEEDS

As they encounter the story of Joseph, children with additional needs might identify with the brothers, as they will have had to deal with the fact that others can do things they can't do or struggle to do. The idea that others are somehow better than they are might be strong. Emphasise that we all have gifts and none of them is better than any other. Just because they can't do one thing, doesn't mean that they aren't strong in another area that is equally important.



TEAM TACTICS

SPIRITUAL PREPARATION

Split the team into two groups and ask one to read Genesis 37:1–11 and the other to read Genesis 37:12–36. (The team can split into smaller groups to do this, if that would be helpful.)

Once they have finished reading, ask the first group to think about how Joseph acted:

- What gifts had he been given?
- What was going to happen to him (with regard to the dreams, not what you know about the rest of the story)?
- How did he handle these dreams?
- How did he act as a team player?

Ask the second group to think about how the brothers acted:

- Were they justified in their anger?
- What do you make of Reuben's role in the matter?
- How were the brothers acting as a team?

Get together as a whole team once more and ask the groups to feed back what they have discussed. Think about how Joseph and the brothers should have acted if they had been a united family.

Go on to consider how you yourselves act as a team. At the start of the week, you may not know each other very well, so spend some time talking about where your strengths and weaknesses lie. Remind everyone that talking about what you are good at isn't boasting, but if you're insensitive like Joseph, it can start to break a team apart.

Pray together for unity and that people will be able to use their gifts in harmony with each other, and serve the children well. Thank God for all the gifts in your team. Then pray for the children who will be coming to the club.

PRACTICAL PREPARATION

Talk through your programme together. Remind everyone about the key learning aims and who is doing what, ensuring that everyone knows their part in the day and has everything they need. Pay particular attention to younger team members or those who have not been involved before and may be feeling a bit uncertain. Encourage them over the course of the session. This may be the role of the overall leader or could be assigned to another member of the team, or member of the church whose sole role is to encourage the team. Create an atmosphere in which people feel able to ask about anything they are not 100 per cent clear about.

Set up the different areas of the club and make sure that everything is in place in plenty of time, so that you are ready as the first children come from the registration area. You will probably need extra help as it is the first day. Coaches will need to be especially welcoming to parents and children who have not been before, or any adults accompanying children who look uncomfortable being in a church setting.

Run through the actions for **Team huddle**, so that Coaches and Assistant Coaches can help to lead this part.

Listen to any last-minute instructions from the Chairman/Chairwoman, the Gaffer or the Head Coach, or from the drama, music or refreshment teams. Remind the team to set an example by joining in and responding to prompts from the upfront presenters: this will encourage the children to get more involved.

As this is the first day of the club, make sure the registration team is ready to greet and register the children. Have some extra volunteers on hand today, so that parents don't have to wait long. Have a welcome team on hand to take the children to their Squads.

WHAT-YOU-NEED

● **Registration:** registration forms, badges, labels, pens, team lists, extra team to welcome and chat to parents and carers

● **Squad warm-up:** materials to make banners, badges and flags, samples of different team badges

● **News from the terrace:** today's news, theme tune

● **Team warm-up:** up-tempo music, a set of risk-assessed warm-up exercises

● **Music:** the All Stars band or backing tracks

● **Game plan:** Bible, posh coat, bundles of wheat (use bundles of pet bedding or similar), paper stars

● **Squad challenge:** *Learn and remember* verse song from **TeamBuilders** multimedia downloads section

● **The Burger Bar:** drinks and snacks

● **Tactical review:** Bibles, *Squad Goals*, *Team Tactics*, paper, pens, pencils, felt-tip pens or crayons

● **Half-time huddle:** pieces of paper shaped like team shirts, pens, large sheets of paper, glue sticks

● **Construction:** materials for your chosen option(s)

● **Games:** equipment for your chosen game option(s)

● **The Laundry Basket:** the dirty laundry for the day – children's contributions chosen from those submitted

● **Corinth Rovers:** drama script from pages 81 and 82, costumes and props

● **The Gaffer's knowledge:** quiz questions and challenges

● **Team huddle:** actions to accompany the prayer

● **Squad cool-down:** *Squad Goals*, *Team Tactics*, pens, pencils

THE MATCH DAY I

SQUAD WARM-UP

10 minutes

Welcome all the Players to your group. You need to become familiar with the names of the children in your group, so use those names as much as possible during the opening **Squad warm-up**. Introduce yourself and your Assistant Coach(es), and introduce children to others whom they don't know.

Challenge the children to decorate your Dug-out. Provide some art materials and ask them to come up with a Squad name, team colours and a team badge. Encourage them to work together and try to come to a joint decision about what your badge might be. It could be something that reflects Players' interests or it could include your Squad name. For inspiration, show the Squad some existing sports team badges and decide which styles you like the best.

If some children aren't too involved with the badge, ask them to make a flag with the Squad name on it.

Just before the start of the **First half**, go over people's names again. This will help you remember the names of the Players in your Squad as well as helping the children remember each other's names. If the children haven't finished the badge or flag, tell them that there will be plenty of time to work on them later in the morning. Otherwise, stick up your Squad's new identity in your area.

As you make your way to the main meeting area, make sure all your Players are with you and are starting to know their way around.

FIRST HALF

45 minutes all together

Once everyone is settled, the Gaffer and the Head Coach should introduce themselves. The upfront presenters set an enthusiastic and adventurous tone to the programme and welcome the children to **TeamBuilders**.

The Gaffer is gruff, wise and practical. They have a no-nonsense approach to sport and can seem a bit off at first. However, they have a warm heart and are willing to support and encourage the Players in whatever they want to achieve. They should dress in a suit.

The Head Coach is more flamboyant. They are enthusiastic and passionate about their sport and always want to talk tactics, sports history, statistics and give their opinion on everything. They should dress in a tracksuit or in the uniform of your chosen sport.

The Gaffer and Head Coach proceed to make sure everyone knows the few guidelines you have so that everyone can get along at the club.

Head Coach: (*Overly dramatic.*) If you hear the bells a-ringing, then we must leave the building. Don't run, don't panic, your Squad Coaches will tell you where to go. Follow their advice and we'll all be safe! They'll take a register of everyone once we reach the [*insert the location of your assembly point*].

The Gaffer: (*Looking nonplussed.*) If the alarm rings, follow your Squad Coach out of the building.

Head Coach: (*Overly dramatic again.*) If you need the toilet, I mean you're really bursting, then you need to let your Squad Coach or Assistant Coach know that you need to go. Then go straight to the toilets, which are [*insert directions to the toilets*]. That's all there is to it!

The Gaffer: Have you finished? Toilets are down there. (*Points.*) Let someone know if you need to go.

Head Coach: (*Still overly dramatic.*) Sometimes we need to give you some

new instructions for play or a new game plan. Like this! (*He does some frantic hand actions, as if he were a coach on the sidelines of a sports match.*) So you need to sit up and listen!

The Gaffer: (*To the Head Coach, aghast.*) What are you doing? (*To the children.*) If we need your attention, this is what we'll do. (*The Gaffer then demonstrates the slogan or action to show that everyone should stop and listen.*)

NEWS FROM THE TERRACES

Introduce Super-fan. They should be decked out in full team strip, scarves, rosettes, a hat, maybe a flag, whatever you can get together. If possible, devise a chant that you can teach the children to welcome Super-fan to the stage each day.

Super-fan gives the children the news and rumours they've heard about the club:

Super-fan: Hello boys and girls! I hope you're ready to have lots of fun! I'm Super-fan, and I'm your biggest fan! Every day, I gather together all the news and stories of what's happened at **TeamBuilders**, so you can stay up to date.

Super-fan announces each headline as if he were a newspaper seller on a street corner.

GAFFER SIGNS A HOST OF NEW PLAYERS!

The **TeamBuilders** training academy is crammed full of new recruits! It's very exciting to see so many talented Players join the club. I know that each and every one will be a star!

NEWSPAPER RUMOURS REPORT A POTENTIAL TRANSFER!

It has been reported in various newspapers that Wayne Rooney [*you can substitute a famous player in a different sport*] wants to join **TeamBuilders**! More on this story later...

LOTS OF FUN TO COME AT TEAMBUILDERS!



I've been talking to Squad Coaches, the Head Coach and the Gaffer, and they've told me about all the great things the Players are going to get up to today. It's going to be an exciting day – give me a cheer if you're ready!

As the children cheer, Super-fan waves goodbye to the children and leaves the stage, high-fiving the Head Coach as they go.

TEAM WARM-UP

The Gaffer welcomes the Physio to the stage to lead a warm-up (or asks the Head Coach to do so). The Physio should lead the club in a set of simple warm-up activities to help the children move about and burn off some energy. These should be fairly simple and be risk assessed before the session. Make sure that you include actions that can be done by children who have limited movement. Play some energetic music as the Players perform their warm-up!

CHANTS FROM THE STANDS

Introduce the All Stars band (if you are using them) and invite them to teach the Players the **TeamBuilders** holiday club theme song, together with any actions. Sing it a couple of times so that the Players get the hang of it. Say that you'll sing it again later.

THE GAME PLAN

The Head Coach should say that, with all the new Players in the club, you need some new tactics: there are so many great new talents around that you need to make use of them! The Gaffer should then introduce the Head Tactician to the stage. As they arrive the Gaffer should ask the Head Tactician to tell the Players what his job is:

Head Tactician: Right then, Players, this is what I do. I tell you stories from God's Game Plan, the Bible. The Bible is the story of God and his people, and that includes you, me and even the Head

Coach. In the Bible, we learn about who God is, how much he loves and how we can be his friend. It also shows us how friends of Jesus (*he's God's Son*) can live their lives! If we're on God's team, he'll give us lots of help!

Storytelling options

Each day three options are suggested for telling the Bible story. You can use the same approach each time, mix and match how you tell the story or combine two or more options. Choose which will be the most helpful for your team, the children and the style of your club.

- 1 The Head Tactician retells the story using the script on page 67. Today, you'll need your group of storytelling Apprentices, and the props detailed in the checklist.
- 2 The Head Tactician tells the story from Genesis 37, using their own words and personal storytelling style.
- 3 The Head Tactician introduces today's

MATCH DAYS

video storytelling episode, available to download from the **TeamBuilders** multimedia downloads area. (If you are using option 1 or 2 together with the video, then tell the story first so that the children already have the outline of events before they watch the episode.)

After the story is finished, the Gaffer returns to the stage and wonders with the Head Tactician about the story. They should try to cover these points:

- Joseph had been given some very special gifts, but he didn't know how to use them properly, in a team.
- Joseph's brothers were jealous of Joseph because of what he had, and they were unhappy with how he treated them.
- As a family, they should have worked together, but Joseph told his brothers (and his dad) that he was going to be better than them. This meant there was division in their family.
- The brothers did a terrible thing to a member of their own family. Though they were unhappy, they shouldn't have hurt and sold Joseph.
- God has given us all different talents, and none of them is better than the others. At times, one will be important, at other times, different skills will be needed. We need to work together to do God's work!
- What are your gifts?

The Gaffer says goodbye to the Head Tactician and encourages the Players to do the same.

SQUAD CHALLENGE

Introduce the children to the *Learn and remember* verse for **TeamBuilders**:

'This is the day of the Lord's victory; Let us be happy, let us celebrate!'

Psalms 118:24 (GNB)

This verse talks about God winning a victory. Talk about how, when we play sports, we try to win. Ask some children what it is like to win. Sometimes we win, sometimes we don't. But God is a powerful God and he has saved us by sending Jesus, his Son. He has won! Say that you'll come back to what it means that God has won a victory later.

Introduce the *Learn and remember* verse song 'The Day' to the Players. Point out how the clapping and chanting nature of the song is similar to the music that spectators might sing at a sports match.

Sing through the song a couple of times.

RUNNING COMMENTARY

Remind the Players about the themes of today's story: we all have gifts, some gifts are more showy than others but that doesn't make them more important, a team has to work together using everyone's gifts. As part of God's team we have all been given gifts and talents that are useful – no one is like us!

Before the session, prime a Squad Coach to think about a story from their own life that might illustrate the themes from the story. Try to find one who has a particular talent for a sport. Invite them to the stage and ask them what sport they play. Was there a time when they tried to be the star player and ignore the others on their team?

How did it feel? What about the others on the team?

Go on to talk about how they have served God and the people around them with the gifts God gave them. When did they work together with others to make something great happen? What are the skills and gifts that God has given them? Have they ever got it badly wrong, like Joseph and his brothers?

Comment that, even when we get things badly wrong, God still wants to be our friend. He sent Jesus to mend the relationship between us and him. Ask the volunteer when they became Jesus' friend and why. If appropriate, link back to the *Learn and remember* verse about the victory God has won over the things we have done wrong.

ADDED TIME

As the first half comes to a close, sing the **TeamBuilders** theme song again, and then send all the Players to their Squads to carry on the fun!



HALF-TIME TEAM TALK

45 minutes in small groups

THE BURGER BAR

Squad and Assistant Coaches should make sure all the Players have made it back to the right Squad. As this is the first session, spend a few moments welcoming the children to their Squad, particularly if they missed *Squad warm-up*. Hand round your refreshments and chat about what the children have heard so far. Ask what they think about Joseph and his brothers.

TACTICAL REVIEW: BIBLE DISCOVERY

With older children (8 to 11s)

Give the Players time to fill in the opening pages of *Squad Goals* (this can be finished off at the end of today's club, if necessary).

Get them to look at page 7 of *Squad Goals*. What can they see wrong with the picture?

If they don't initially see what's going on, guide the conversation to the idea that the footballer isn't passing to their teammates. How do they feel if someone has lots of skill, but doesn't give anyone else a turn? Perhaps they are one of those people!

Remind the children about Joseph, his brothers and his dad, Jacob. Jacob had 12 sons, but Joseph was his favourite. Give out some felt-tip pens and read the passage from Bibles or from pages 8 and 9 of *Squad Goals*. As you read the story together, encourage the children to put a zigzag line round the bits where people weren't behaving very well.

Once you have finished, compare where the zigzag lines have been drawn. Why did children choose those examples? Chat for a moment about the children's decisions. Go on to ask the children how they think the different characters felt during the story. First, encourage them to write their answers in *Squad Goals*, then ask if anyone wants to share.

Explain that Joseph had the ability to tell people what their dreams meant, but that when he did this with his brothers (while wearing his special coat), they only got angry with him. Joseph didn't know how to use his gift properly. Read the verses

from 1 Corinthians 12 on page 10. Help the children think through what it means (some children may struggle with the abstract thinking needed to understand Paul's picture – so be prepared to help them out if needed). What does this picture tell us about being in a team, how we use our gifts and how we include others?

Depending on the make-up of your group, you might have some children who already know about or are friends with Jesus. For others, it might be the first time they have ever thought about him. Look at page 11 together and tailor your conversation about saying sorry to the Players in your Squad. Use pages 42 and 43 if the children want to know more, or have some copies of *What is Being a Christian All About?* handy.

If you have time, fill out the Match Report from page 12. You could leave this to the end of the club if you need to move on, or if children aren't yet sure about what they might write.

With younger children (5 to 8s)

Give the Players time to fill in the opening pages of *Team Tactics* (this can be finished off at the end of today's club, if necessary).

Think together about what all the Players' special skills are. Some children won't think they have any specific skills, but reassure them that everyone has gifts. Start with something basic, such as being welcoming or supporting others. Encourage the children to write their answers on page 5 of *Team Tactics*, or draw themselves doing their special skill! Get to know each other by sharing your skills, demonstrating a good team ethic by affirming everyone.

Remind your Players about the story of Joseph. Read the story from pages 6 and 7 of *Team Tactics*, or use a Bible. You might want to ask an Assistant Coach to read, if you have reluctant readers in your group. Ask the children to think about how the characters in the story behaved. Decide together and then put a tick or cross in the box next to the relevant picture. Was it easy to decide?

Think together about what the problem was. Explain to the children that Joseph had the ability to tell people what their

dreams meant, but that when he did this with his brothers (while wearing his special coat), they only got angry with him. Joseph didn't know how to use his gift properly. Ask how they think we should use our gifts and talents. Do they know anyone who shows off? How does that make them feel?

Use page 8 to help the children reflect on what Joseph got wrong and what that means for them. Let the children know that you and the Assistant Coach are around to chat to. Help any children who might need it to work through their thoughts and ideas on page 8.

If you have time, you could encourage the children to write or draw a summary of what you have discovered in the appropriate box on page 25.

HALF-TIME HUDDLE

Give the children pens and some pieces of paper shaped like football jerseys, and ask them to write the name of or draw someone who helps them because they have special talents or gifts. It might be someone who is good at making them feel better, at playing games or cooking! Stick these notes to a large sheet of paper (or the wall of your Dug-out, if you have one) and say 'thank you' as you look at the names and pictures. If any of the children want to pray a thank-you prayer to God, then encourage them to do so. Otherwise, finish with a prayer yourself, thanking God for these people and asking for help to use our own gifts for the benefit of others.

CONSTRUCTION

Choose a construction activity from the Boot Room (pages 72 to 75). There are craft ideas based on sport and on the Bible story for the session. Today's story-based construction is a multi-coloured coat.

MATCH PRACTICE

Choose some suitable games to help train the Players! A range of games is available on pages 76 to 78.

Alternatively, invite some local sports clubs to come and do a short introduction to their sport: you can try a whole range of sports, from bowls to rugby league. If you have time



and want to include an extended sports section, put it here in your programme.

Try to draw out some of the aims of the day through the games and sport. Ask the Assistant Coaches to try and 'show off', always taking control of the game, doing any tricks they can in that sport or game, and ignoring the rest of their team. They could even belittle the skills of another Assistant Coach (but not any of the children!). After you have finished the game or sport, ask the Squad how they felt when the Assistant Coach was the 'star player' – were they being big-headed?

Make sure you affirm any children who don't want to play sport. They can help with equipment, keep score and cheer on the sidelines. They are an important part of the team, too.

SECOND HALF

25 minutes all together

THE LAUNDRY BASKET

Play the **TeamBuilders** song as the Gaffer and Head Coach invite all the Squads back. They tell the Players about the Laundry Basket and introduce the Kit man/woman, if you have one. Explain that the basket is a place where they can leave their messages, questions, pictures, jokes – whatever they want to share with the other Players. If anything has already been put in the Basket, share it now (if appropriate!).

SQUAD SHOWCASE

Choose a Squad and invite the Squad Coach and two or three of the Players to come to the front to show everyone something of what they have been doing in their *Warm-up* or at *Half-time*. It might be an item they have made to decorate their Dug-out. Admire what they have been doing and thank them for being enthusiastic team players.

Interview a confident member of the Squad, asking them what they're enjoying about **TeamBuilders** and what they have discovered today that they did not know before.

If you have lots of Squads, you might need to feature more than one here.

DRAMA: CORINTH ROVERS

Introduce the drama, set in the Isthmian Stadium, home of Corinth Rovers. For children who weren't at Service 1 (or if you didn't do that service), give a recap of the very first episode (although the drama will still work without seeing that first episode).

Today, Dwayne Mooney tries to win the match by himself and won't pass the ball to anyone else – they lose badly, and he is reminded that being part of a team means using everyone's talents.

THE GAFFER'S KNOWLEDGE

Devise a quiz to help the Players remember and process what has happened in the club this session. Have factual questions, together with physical and mental challenges that relate to today, for example, who can recite the *Learn and remember* verse or perform a skill they picked up during *Match practice*. Create teams by joining Squads together, or simply split the children down the middle of the room!

TEAM HUDDLE

Before the session, come up with some actions to accompany this prayer:

Thank you, God, for giving us great gifts.

Thank you that we are all different and all important.

Help us to work together to live your way.

Help us to value everyone.

Amen.

Try some sign language or actions. Teach the actions and then say the prayer a few times, with everyone joining in the words and actions.

INJURY TIME

The All Stars should lead you in another rendition of the **TeamBuilders** theme song. You could add another simple song here, perhaps one that any church children in the club will know, so they can carry and help teach the words and music to the rest of the club.

FINAL WHISTLE

The Gaffer realises that time is almost up. They and the Head Coach thank everyone for coming and give a sneak preview of what's going to happen at the next session. Give out any notices and award any prizes for anything that has happened today.

Finally, sing the **TeamBuilders** theme song to finish and send the Players back to their Squads.

SQUAD COOL-DOWN

10 minutes in small groups

Chat with the Players about what you explored earlier at *Half-time*. As the Players wait to be collected, they can complete any unfinished pages from *Squad Goals* or *Team Tactics*. Or you could work on an ongoing construction project.

POST-MATCH ANALYSIS

30 minutes

Once the children have gone, tidy up and do any necessary preparation for the following day. As many team members as possible should meet to review how the first day has gone, and identify anything that might need adjusting or any children who might be unhappy. Report back on what happened in the Squads and then spend some time praying together.

