

ENTER

Venture
CLUBS

JUMP START



ON OUR WAY TO VENTURE CLUBS!

Why Venture Clubs?

It is all about Jesus, His church and its future! Recent research shows that young people in their 20's & 30's are leaving the church in mass numbers.

The Research shows the REASON they are leaving is:

1. They do not know what they believe.
2. If they believe, they do not know what they believe or why they believe.
3. The result, when these young people are confronted by the secular humanists at school or on the job, they are unable to defend their faith, so they walk away from the church.

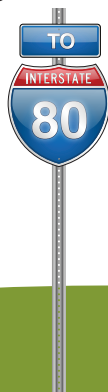
AS Church leaders, we must:

1. Evangelize and disciple the children & youth of today to be the leaders of the church of tomorrow.
2. Train and equip children & young people to evangelize lost friends and defend the faith.

Venture Clubs' age appropriate, Bible lessons are Christ-centered, true to God's Word, resulting in each child and young person receiving a clear Gospel message. In addition, our aim is to teach young people to respond to God's call upon their lives, yielding to Him in lifelong fruitful, meaningful lives!

Expected Results

Our aim is to help raise up a generation of young people who are confident in their faith, having a passion for evangelizing the lost, and who are thoroughly equipped to defend "The Faith" in the world around them.



The Venture Clubs Program

QUICK LOOK

“Quick Look”

Venture Clubs is designed to be used as a weekly club program. Typically, a club lasts an hour and a half, and is divided into the following five (5) segments:

- | | |
|---------------------------------------|------------|
| • Compass Time (Opening) | 10 minutes |
| • Treasure Time (Exploring the Bible) | 20 minutes |
| • Discovery Time (Teaching Time) | 25 minutes |
| • Game Time | 25 minutes |
| • Closing Time (Awards) | 10 minutes |

Venture Clubs is designed to:

- Be enjoyed by everyone.
- Be a time of evangelism and discipleship.
- Involve every person in all activities.
- Train and equip to serve.
- Be a cost-effective program for the local church.

The teaching times will PRESENT the LORD JESUS CHRIST:

- As Creator and Sustainer of all things.
- As the Redeeming Savior of mankind.
- As the coming Righteous Judge, King and Lord of all.

JUMP START

“Jump Start”

In the following pages we will help you understand the basics of leading a successful children’s/youth ministry that glorifies and exalts Jesus Christ as Savior and Lord.

1. **The Gospel of Jesus Christ** - If you are going to be successful in ministering to the children and teens attending your church, the entire ministry must be built upon the Word of God, dependent upon the Holy Spirit and prayer.
2. **Discipline/Punctuality** - Additionally, what makes the program attractive to everyone is fair, firm and consistent discipline. With an emphasis on punctuality. Discipline always focuses on what we want the young person to become, not what they are or what they did.

3. **The Point Structure** - It is vital that a system of immediate rewards (points) be instituted. This achieves discipline and enthusiasm in the club program. Not using a point system guarantees a mediocre program. This will be discussed at length at a later time (page 7).

Teams

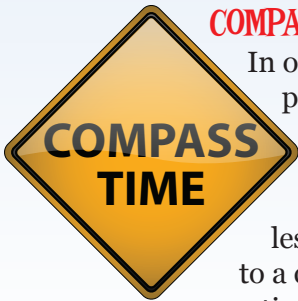
You will have the potential of four (4) teams:

1. Orange
2. Purple
3. Gold
4. Blue



*If the number of clubbers is 25 or less – have 2 teams.
If the number of clubbers is 35 or less – have 3 teams.
35 or more clubbers will require four (4) teams.*

Venture Clubs Segments



COMPASS TIME (10 Minutes)

In order for *Venture Clubs* to start out on a positive note each night, the beginning of the club should always begin with Compass Time. This is a fun, fast-paced time that should incorporate an opening skit, object lesson or game along with prayer. This is vital to a club and helps everyone start all together at one time.

This segment must always be first! This is a time for fun and noise. During this time let each child know they are loved and have come to a place that they are going to enjoy!

1. **Be Punctual** – You **MUST** start on time!
2. **Assign Teams** - The children and leaders should be assigned to a team color. Line up the girls on one side and the boys on the other; then count them off by colors. Afterwards, they go immediately to that color of the Compass Deck. If this is



the first night for a clubber, have them join a friend in the same color group.

3. **Be Prepared** - Have FUN activities planned for the night. Choose two or three children as leaders from each team, and choose an activity from our website or use other fun games.
4. **Points** – The activity leader gives and records the points. Everyone who finishes the event receives 5 points for their team. The team members who are watching can earn points by cheering for the participating members. If the all team members are cheering enthusiastically, 100 points. When the activity leader is explaining the activity, the teams who are quiet and listening can earn an additional 100 points.
5. **The activities** - Bring the participants to the center of the deck, explain and perhaps demonstrate the activity. Each activity should not last more than a few minutes. Give points as stated above. At the stated time, all activity is stopped, team points are announced and directions are given to proceed to the next segment.



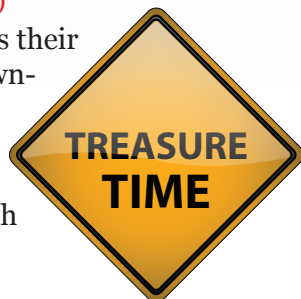
- *Close the time in prayer and dismiss the teams in an orderly manner.*
- *When moving from one segment of the program to the next, no water stops, no bathroom stops.*



- *When they get to the next segment, then, and only then, allow clubbers to go, for water and bathroom visits-just one-at-a-time.*

TREASURE TIME (Large Group Time - 20 Minutes)

Treasure Time helps younger children focus their hearts on God using Bible lessons from downloaded Treasure Cards. Treasure Cards are a tool that can be used to share devotional thoughts based on God's Word. Other options include a more formal lesson time with a guest speaker or presentation of a lecture series that your church is studying.



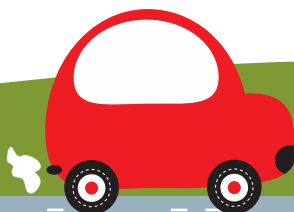
Treasure Time takes place in one of the large group settings. Middle school and High School students are encouraged to spend extra time with their Handbooks during this time.

This segment is the time to teach the Word of God, using the Bible lesson from the downloaded “Treasure Cards.” The clubbers come in, in an orderly fashion, and are seated by “team colors.”

- Begin with two or three songs – The first one should be an upbeat, a fun song, as the children have come from a fun and noisy time.
- Introduce the Bible topic – “What is the focus?”
- Introduce the Treasure Card Bible verse that is to be memorized that night.
- Have everyone recite the verse in unison five (5) times.
- Give the three (3) questions that will be answered in this segment.
- Allow time for children to read their Treasure Card and answer questions.
- PRAY
- Always question the children as to “what they are hearing” throughout the time.
- After the truth is taught, ask for young people to tell in their own words what they heard.
- Recite the Scripture verses again.
- Close the time in Prayer.
- In closing, ask if there is anyone in the group who wants to receive Jesus Christ as Savior and Lord.
- During “Treasure Time” give “team points” for:

Participation and Obedience

 END ON TIME – Be Punctual!



Note: Churches may vary how they use them Treasure Cards such as Children's Church, Junior Choir, or Sunday School. The cards are downloaded monthly to your computer and you are free to print the quantity needed in full color or black and white. Each Treasure Card includes a portion of Scripture with current applications, a memory verse, puzzles and activities. A Leaders Guide goes along with each Treasure Card.



DISCOVERY TIME (Small Group Time - 25 Minutes)

Discovery Time is the primary learning time for children and young people. Here they learn biblical truths and apply them to their lives.

During this interactive, small group time, the Teacher/Leaders discuss the Bible truth and memory verse that the students are studying in their Handbook and/or Treasure Card.

The children must come in, in an orderly fashion, and are assigned to a leader. Each leader "may" have up to 7 or 8 young people in their group.

The arrangement of the room has a significant impact on discipline and the achievements of the young people.

- Have the young people sit in a semi-circle facing their leader.
- When summoned, each young person will approach the leader with their Handbook or Treasure Card in hand and recite the verse(s) memorized.
- Each young person will be involved in a Q & A session on the materials in their Treasure Card or Handbook.
- After the leader signs the Handbook or Treasure Card, the young person takes the card/book to the recording secretary and they record the achievement in the appropriate record book.

Venture Clubs Handbooks are written for four age groups:

Seekers: Ages 4 years – 2nd grade, **Explorers:** 3rd – 6th grade,

Voyagers: 7th – 8th grade, **Core:** 9th – 12th grade.

GAME TIME (25 Minutes)

Games are *Venture Club's* "drawing card!" They are a great way to draw a crowd in for *Venture Clubs*. They can be played on the Compass Deck or in any room setting. Be sure you are thoroughly acquainted with all the options to implement this segment into your program.



This time of the night is "FUN!" There are many games that can be played using the Compass Deck outline. Other "Compass Bowl" Official Games can be reviewed online at www.ventureclubs.org.

Begin Promptly

The team that lines up in an orderly manner first receives points. Attempt to even out the number of children on each team. They do not have to be exact numbers, but close. Game leader is to have four games prepared for game time.

All games are to be played on the Compass Deck.

- The first game should include the entire team. Repeat the game two times.
- The second game may be a game that involves one participant at a time, BUT every child/leader should have the opportunity to play this game.
- The third game may involve any number of children you choose.
- The last game of the evening should be a game that includes everyone.

Game Equipment

You can order official equipment online at www.ventureclubs.org.

- 8 orange cones
- 8 foam balls
- 1 bag of balloons
- 8 bean bags
- 1 dozen tennis balls
- 4 Pieces of 1" x 12" PVC pipe or 4 batons.



Game Time Points

- 1st Place - 5 Points
- 2nd Place - 3 Points
- 3rd Place - 1 Point
- 4th Place - 1 Point
- Points for Compliance (obedience) - 100 pts



Do not use the word “Winner,” instead use the term “First Place.”



CLOSING TIME (10 Minutes)

At the end of your Club time, acknowledge and award individual achievements of the night, make announcements, promote next week's meeting, award the 1st place team for the night and provide appropriate treats.

You must finish on time. Be Punctual! Everyone is sitting/standing by team color.

The Head Leader will;

- Lead the recitation of the memory verse(s) on the Treasure Card (Give points for participation).
- Make announcements, which could include next week's activities, youth/children's events at church, contests, etc...
- Acknowledge individual achievement levels of each clubber.
 - Acknowledge First (1st) place team (Not Winner).*
 - Acknowledge 2nd, 3rd, and 4th place teams.*
- Give treats for everyone in attendance.
 - Extra treat for 1st place.*
- Dismiss with prayer.
- Younger children stay inside until parent/guardian comes to pick them up.



Remember to send the Treasure Card home with each child!



Venture Clubs Handbooks



Ages 4 Years - 2nd Grade

In the Seekers Handbook, the story of Ken and Amy helps children learn who God is and how much He loves them. There are sections in this Handbook that teach the children more about God: who He is and what He has done for them. Children will meet friendly animals in their Handbooks who will help them with their activities and puzzles. They show up where you least expect them!



3rd - 6th Grades

In Explorers, children will see what the Bible tells them about God, His Son and the special plan He has for their lives! God loves children and young people and He has given us a special book that teaches all about Him. That book is the Bible. The Bible helps us know who God is and how we should live. The Explorers Handbook will help children discover many wonderful things from the Bible as they explore it together. Get ready to go on an exciting Adventure!



VOYAGERS

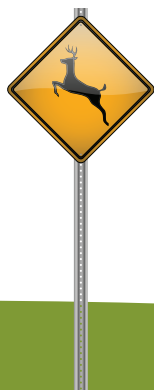
7th - 8th Grade

The Voyagers Handbook is designed to catch and hold the attention of both saved and unsaved young teens. In Voyagers, teens will learn the attributes of God, the creation of the universe, the promised Savior, the purpose of Jesus' death and other truths that will help build their faith.



9th - 12th Grade

The Core Handbook was designed for effective evangelism and beginning discipleship, with a focus for High School students. This course introduces who Jesus Christ is, the need for God's redemption through Jesus Christ, the steps to receive the free gift of salvation and an explanation of the rewards a Christian earns for faithful service.



Venture Clubs

“Equipping children and teens to walk with Jesus Christ!”

With 83.9 million children and youth in the US and Canada, the urgent need to reach the young people in North America with the Gospel of Jesus Christ has never been greater. The USA is in a steep moral and spiritual decline, like no other time in our history. According to Evangelist Leighton Ford, “North America is now the largest mission field in the English-speaking world, and the third largest mission field after China and India. We are in a mission situation in our own country!”

Many surveys indicate young adults in their late teens to late twenties are leaving the church and even denying their faith when confronted with the humanistic teaching of secular teachers, and in the materialistic workplace. Our youth do not know what they believe, nor why, concerning the Holy Scriptures and the claims of Jesus Christ.

As *The Mailbox Club / Venture Clubs* leadership has prayerfully considered how to move forward, the values reflected in our materials are:

1. Centered on the Lord Jesus Christ and the Word of God,
2. Focused on the local church – working in and through local congregations,
3. An affordable program for shrinking church budgets,
4. To raise up, with God’s enabling, a generation of young people that will be able to defend their faith and be equipped to present the Gospel with fearless clarity, and
5. Be relevant to 21st century children, helping to equip them to know what they believe and why they believe it, i.e. foundational apologetics.

Venture Clubs has a passion to reach the children & youth of North America and seeks to be partners with local churches who wish to be intentional about nurturing children spiritually.

FOR MORE INFORMATION CONTACT: