**DL Classroom Resources - PART 2**

**Toolbox I**

**DL Top 12 posters and cards**

**General Description:**

The “DL Top 12” are 12 key verses that are woven often throughout the curriculum. The weekly Think Right verse is often one of the DL Top 12. These are called “Discovery Land’s Top 12 verses”, but that does not mean that they are the most important or best verses in Scripture. Twelve verses were chosen that fit well with the curriculum – including the five that are used along with the Wordless Book – and are applicable to life.

The goal of choosing just 12 verses is that students would not only memorize these verses, but also understand how to apply them in everyday life situations such as sharing the Gospel, feeling afraid, and having their faith tested. We want kids to think like a quarterback: think right about a verse during a time of pressure and put it into action.

Printable DL Top 12 posters are available for the classroom, and printable cards are available for students and leaders to keep in their Bible or take home. All leaders are strongly encouraged to memorize the DL Top 12 so they can weave them in throughout their time with the students.

**Tips for Use:**

* During the pre-service review game, give clues such as, “This verse has the word ‘courageous’ in it...”, and have students guess what the “Think Right” verse of the week is.
* When you use a DL Top 12 verse in class, start the verse and have the students complete it.
* Point to the DL Top 12 verse posters as you teach for those who do not know them.
* Each week have a “Mystery Missing Verse”. Cover up one of the verses on the wall before class. Then during class, ask, “For five Tracker Tickets, what verse is missing?”
* During the review game at the end of the lesson, ask, “If you were \_\_\_\_\_\_\_\_\_ (insert name of person in your Bible lesson), what verse would you think about during \_\_\_\_\_\_\_\_\_\_ (insert situation mentioned in the lesson).”
* When you mention a DL Top 12 verse, ask, “What truths can we find in \_\_\_\_\_\_\_\_\_\_ (insert verse)?” Have students list all the truths in the verse. “When would it be important to think about or live out those truths? How can you feel when you think about and live out those truths?” Option: have kids answer the questions with a partner. This builds relationships between kids; they’re having spiritual, “knee-to-knee” conversations with each other.
* Teachers should model using these twelve verses. When another leader has a problem, offer to pray a DL Top 12 verse with them for their situation.

**Leader Tips:**

Think of children learning the DL Top 12 like stacking building blocks. A few verses are taught in Runners, we add several more in Preschool, and by the time students graduate from Discovery Land, they are able to recite all 12 verses, understand what they mean, and apply them to life.

**Director Notes:**

* When first beginning the Discovery Land program, students will not likely have many of the DL Top 12 memorized. A Discovery Land-wide family challenge is a fun way to encourage them to memorize them. See the document titled, “Encouraging Students to Memorize the DL Top 12” in the members’ area of DLGlobal.org for ideas on how to help students memorize them both inside and outside of DL.
* There are hand motion videos in the members’ area of DLGlobal.org.
* Repetition and role modeling the verses are key.

**Ideas on how to train on this section:**

* Quick Quiz! Have leaders write down any Bible verses that they have memorized. Point out that most Christian adults would be hard pressed to write down even five verses. It is our goal that our kids graduate out of DL knowing all 12 and they are confident in how to use them in real life situations. It’s more than head knowledge; it’s life application. They need to know how to meditate on it, and then do it.
* Choose two or three DL Top 12 verses. Make a grid with Know Right, Think Right, Do Right, Feel Right and have leaders work in pairs or small groups to answer the following questions about the verses:
  + Know Right - What truths does this verse teach you?
  + Think Right - When can you think about this verse in and outside of the church?
  + Do Right - How can you put this verse into action? (Use personal examples)
  + Feel Right - How will you feel when you put this verse into action?

**Tracker Tickets**

**General Description:**

Tracker Tickets can be earned by elementary students throughout the morning to later spend at the Discover Market. The Discover Market is a “store” where students can spend their Tracker Tickets. It is often filled with small toys, school supplies, snacks, and candy that appeal to children. Each church needs to set up their Discover Market in a way that appeals to their specific students and fits their budget.

**Why do we incorporate Tracker Tickets and Discover Market into the DL program?**

* It appeals to children, and it’s fun!
* It motivates students to come back regularly.
* It helps students create a pattern of positive stewardship: earning, saving, purchasing for others, and tithing.
* It equalizes teacher’s incentives.

**Recommended Currency Rate:**

(Students should earn an average of eight tickets per week.)

3 Bringing their Bible (K-2nd) / Using their Bible (3rd-5th)

2 Actively participating in class

1 Demonstrating the fruit of the Spirit

1-5 Discover Time Activity (specified in the curriculum)

5 Completing Tracker’s Treasures and returning the coupon

10 Bringing a visitor (the visitor also receives 10)

**Tips on Tracker Tickets:**

* Follow the specific instructions for using Tracker Tickets during the Discover Time. The reward is part of the lesson and inspires participation in the DT. It will be extremely rare for every student to receive Tracker Tickets during a DT activity.
* Students value Tracker Tickets like real currency, so it is recommended that they be put away when Discovery Land is done.
* If a class has unfocused students, start the morning by putting three 1’s in front of each student. Tell students not to touch them. When a student isn’t paying attention or is disruptive, quietly take one away. If a student is really listening, add one. If they touch them, take them all away.
* Do a class collection project: save up together to buy something from the market to give to others.

**Tips on Discover Market:**

* Some churches offer treats, healthy snacks, or even school supplies in their Discover Market.
* Staffing the Discover Market is a great opportunity for older elementary students or teens to serve.
* The Discover Market can be utilized as a great discipleship tool when students are given the opportunity to spend their tickets on something that blesses others (flowers for Mother’s Day, small gifts for pastors for Pastor Appreciation Month, small gifts that can be sent to a missionary, items they can buy and give their family members for Christmas, etc.)
* Tracker Tickets are designed in color but can be printed in black and white on colored paper. Each denomination should have a distinct, consistent color.
* If your budget is tight, designate a week or two where the church family can donate prizes.

***Ideas on how to train on this section:***

Throughout the training, hand out Tracker Tickets to trainees for correct answers and participation. Have some small items that they can buy with their Tracker Tickets at the end of the training session.

**Tracker’s Treasures and Tracker Jr.**

**General Description:**

Tracker’s Treasures (Elementary) and Tracker Jr. (Preschool) are DL’s colorful, kid-friendly take-home papers for families. It is an important tool that we use to partner with parents.

Using Tracker’s Treasures/Tracker Jr. will help parents:

* introduce key spiritual and Biblical concepts such as God's love, sin, punishment (which Jesus took for us), right decisions, and truth.
* create spiritual conversations at home. The family challenges give motivation and ideas for parents to engage with their kids around the concepts in the week’s DL lesson.
* challenge their children to think through and live out the Know, Think, Do, and Feel Rights in real life situations.

Teachers are encouraged to hand out Tracker's Treasures and Tracker Jr. to parents each week and encourage them to complete it with their child. There is a coupon on each issue of Tracker’s Treasures and Tracker Jr. that students can return for Tracker Tickets (Elementary) or a small prize (Preschool).

Children in the Runners program complete a project or activity sheet almost every week that goes home to help parents understand what their child learned in Discovery Land. Tracker Jr. can also be handed out to parents.

**Tips for use:**

* Recognize that students will motivate parents to have spiritual conversations if there is an incentive. Have competitions within the class or throughout DL.
  + Individual classrooms: Link the TT coupons that students bring in to form a chain that hangs from the ceiling to the floor. When the chain hits the floor, have a celebration!
  + Challenge between classrooms: Provide a clear large jar for each grade. First grade to 100 wins.
  + Discovery Land-wide Challenge: Every coupon is worth a pit ball. If we gain 200 balls (or whatever number provides an achievable challenge for your group), kids get a reward such as sliming a leader or having a giant “Sunday Cereal Party.”
* Occasionally ask parents to play “Cash Cab” on the way home with the questions in the Tracker’s Treasures. Give them 3 tickets per child to hand out to their kids for answering questions on the way home.
* Staff and teachers need to read and do the take home papers!
* Recognize that kids who do the take home papers excel on test scores.
* The volunteer leading the Pre-Service Review Game can ask questions from the previous week’s take home paper.

***Ideas on how to train on this section:***

Give a Tracker’s Treasures to each volunteer. Allow them to study it and work with it for about 5 minutes. Have a quick quiz on the content, and award Tracker Tickets for correct answers.