

# DISCOVERY LAND

## Steps and suggestions for implementation of Discovery Land in your local church

*Note: These steps will all be covered in director training.*

### PLAN

1. Participate in a training session for Discovery Land Directors.
2. Get connected! Follow the steps listed here: <https://discoverylandglobal.org/DLStartsHere/>
3. Once your Discovery Land account is set up on the DLG website (you will receive an email from Wordpress with your username and temporary password), familiarize yourself with the members' area of the website. This is where you will access curriculum and resources. Contact the DLG team with any questions.
4. Develop a prayer team.
5. Find or designate a DL Assistant to help handle administrative details. See the position description on the website for delegation options.
6. Register for a free Canva account. Canva is a graphic design program for non-graphic designers. It is very helpful for making slides, newsletters, social media posts, etc. With a Canva **Pro** account, you can get many additional features including the ability to edit and customize Tracker's Treasures and Tracker Jr. Your church can register for a FREE Canva Pro account here: <https://www.canva.com/canva-for-nonprofits/>. You will need to submit your nonprofit status letter to qualify.
7. Create excitement in your church about the DL kick-off. Use things like: bulletin, signage, letters to parents, website, social media, etc. There is a promo video and a sample handout on the website under "Start Up Resources".
8. Determine a time to run DL (during service and/or children's church or Sunday School). See page 4 for sample elementary schedules.
9. Determine which pieces of the curriculum you will use:
  - Crawlers (six-month-olds)
  - Walkers (one-year-olds)
  - Runners (two-year-olds)
  - Preschool (three and four-year-olds)
  - Elementary (Kindergarten – 5th grade)
  - 6th Grade
  - Special Needs – available as a pilot program
  - K-2 Large Group Mid-week Lessons
10. Determine age breakdowns for worship and classes.
11. Determine locations for all parts of the DL program – worship, DTs, in-class lessons, and Discover Market.

12. Determine volunteer needs and recruit. Watch the video titled, “Recruiting and Training for Leaders – Pep Talk, Principles, and Practical Ideas” available in the members’ area of the website, under Training Resources (select “Link to Training and Hand Motion Videos”, then “Director Training”).

## PURCHASE, PREP, PRINT

13. Purchase supplies:

- Ask church family for donations – be very specific about items and brands.
- Watch for sales – find a volunteer who loves to shop.
- S&S supply catalog may have some higher-quality and harder-to-find items.

### 1st level supplies

- LEGO bricks and bases
- Cones
- Baby/wading pool(s)
- Foam noodles
- Sidewalk chalk
- Play-Doh
- Art supplies: white cardstock, markers, crayons, paint
- Ball-pit-type balls
- Empty colorful buckets

### 2nd level supplies

- Plastic stepping domes
- Scooters
- Sand/sandbox (nice, but optional if storage is a problem)
- Colorful flag banners to rope areas off or make areas look inviting
- Painter’s tape (for starting lines)
- Play-Doh stampers

14. Prep classroom teaching tools:

Downloadable from the members’ area of the website under “Teaching/Classroom Tools and Resources”

- Bible Timeline
- Old and New Testament books of the Bible posters (Elementary and Preschool)
- Discovery Land Top 12 verses
- Tracker Tickets
- “Believe it or Not” booklet
- Feel Right posters (Elementary and Preschool)
- “I Believe” bookmark
- Bible Times Map
- “Now What?” booklet

### Need to make/order

- Wordless Book – make using construction paper/cardstock and book binder rings
- Bulletin Boards – ideas are listed in the appendix of the elementary and preschool curriculum
- “Children’s Ministry Resource Bibles” for teachers – can be ordered online

15. Prepare for Tracker Skits (Preschool and Runners):

- Create a puppet stage.
- Purchase puppets
  - Tracker is the camel that appears nearly every week.
  - Dusty is a donkey that appears in Years 1 and 2 around Easter time.
  - Cami is Tracker’s sister. Tracker and Cami never appear in the puppet skits at the same time, so Cami can be created by putting a bow on the same puppet used for Tracker.
  - The “official” Tracker and Dusty puppets can be purchased at:  
<https://www.onewaysquared.com/shop/p/cameron-camel?rq=cameron>  
<https://www.onewaysquared.com/shop/p/merle>
  - Use the coupon code TRACKER for a 10% discount.
- Find a secure storage box for the puppets.

16. Set up a Discover Market:
- Determine currency (1 ticket = \$.\_\_\_)
  - Determine times/dates it will be open
  - Stock items
17. Prep worship area and DT areas to make them kid-friendly:
- It's the frosting on the cake, but not the main objective!
  - Main/common areas should be designed for older kids.
  - Kids influence whether or not they will come to DL.
18. Create signage if needed:
- Use of the Discovery Land name and logos connects you with other DLs.
  - Your ministry reflects on other DLs.
  - Graphics are available on the website. Do not download DL graphics from Google, Facebook, etc.

## PREPARE, TRAIN, COMMUNICATE

19. Prepare for your first quarter of DL:
- Customize scope and sequence dates as needed.
  - Choose DTs.
  - Print copies for volunteers.
  - Prepare for the Pre-Service Review Game.
20. Provide training for all DL volunteers:
- Use the "DL Kickoff Training Planning Packet" found under "Start Up Resources" in the members' area of the website.
21. Establish good communication with parents:
- Email group
  - Facebook page
  - Text group
  - Church database
22. Continue to connect back with your prayer team.

# SAMPLE ELEMENTARY SCHEDULES

## STANDARD SCHEDULE

### 60 Minutes:

- 10 Pre-Service Review Game
- :00 Worship
- :15 Discover Time
- :30 Bible Lesson
- :60 End-of-Class Review Game and Parent Pick-Up Begins

### End-of-Class Review Game:

Continue the review game as parents pick up students, so parents can see what their children have learned. Continue until all students have been picked up.

### Small Group Discussion:

Divide students into groups and lead them in a discussion about how they can apply the lesson's 4 Rights to their lives. Include a short time of prayer.

### 45 Minutes:

- :00 Discover Time
- :15 Bible Lesson
- :45 End-of-Class Review Game and Parent Pick-Up Begins

### 75 Minutes:

- 10 Pre-Service Review Game
- :00 Worship
- :15 Discover Time
- :30 Bible Lesson
- :60 Small Group Discussion
- :75 End-of-Class Review Game and Parent Pick-Up Begins

### 90 Minutes:

- 10 Pre-Service Review Game
- :05 Worship
- :20 Discover Time
- :40 Bible Lesson
- 1:10 Small Group Discussion
- 1:25 End-of-Class Review Game
- 1:30 Parent Pick-Up Begins

### 120 Minutes – Option A:

- 10 Pre-Service Review Game
- :05 Worship
- :25 Verse Time
- :35 Discover Time (extend to 20 minutes)
- :55 Bible Lesson
- 1:25 Small Group Discussion
- 1:40 Missions
- 1:50 End-of-Class Review Game
- 2:00 Parent Pick-Up Begins

### 120 Minutes – Option B:

- 10 Pre-Service Review Game
- :05 Worship
- :25 Verse Time
- :35 Discover Time 1
- :50 Bible Lesson
- 1:20 Small Group Discussion
- 1:35 Discover Time 2
- 1:50 End-of-Class Review Game
- 2:00 Parent Pick-Up Begins

### Verse Time - a time to work on memorizing a Bible verse:

Option 1: Memorize a Top 12 verse, repeating the same verse for a month to help students learn to recite it with confidence.

Option 2 (for more advanced groups): Memorize the Think Right verse of the week.

### Missions

(120-minute schedule): Gather students around a world map or the flag of the country featured in the current quarter's mission lesson, and review the topic of the lesson. Spend time praying for the missionaries in that country.

### Worship

(120-minute schedule): Include enough songs so worship time lasts 20 minutes.

### Verse Time Tips:

Use hand motions to help students remember the verse.

Guide students to identify the 4 Right points in the Think Right verse to help deepen their understanding of its meaning.