



HOW TO LEAD A *EUREKA! JR.* EXPEDITION

Explore God's Word. Discover God's Love.

Eureka! Jr. is easy to learn and easy to use. You can just grab a *Leader's Guide* and get exploring, but it's always helpful to have a little training before leading your first lesson.

Five Foundations of Eureka! Jr.

Start with a strong understanding of the concepts that drive each *Eureka! Jr.* lesson.

1. Discovery

Kids are curious. They want to try it out and figure it out, learning and discovering things for themselves. Kids are more likely to remember and embrace discoveries they view as their own. Follow the curiosity of your kids and see where God leads!

2. Deep Hermeneutic

Eureka! Jr. dives deep by equipping kids with the experience to read and explore the Bible. A few simple questions guide every exploration of Scripture. (More on those later.) They'll not only discover what's in the Bible, but **how** to read God's Word.

3. Participation

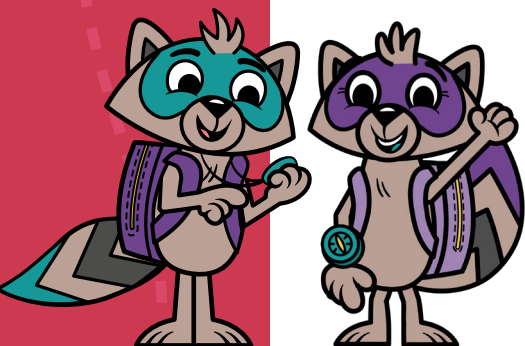
Kids and leaders are equal participants. Lessons thrive with interactive activities and discussions. Guide and collaborate with kids as you dig into God's Word and explore faith discoveries. Everyone has ownership in the exploring process.

4. Confidence

A consistent routine means knowing what's coming next. Class interaction shows kids that leaders are genuinely interested in their input. Leaders aren't asked to lecture, memorize, or be amazing storytellers. Confidence abounds for everyone.

5. Koinonia

We need kids to tell us what's on their minds. Kids need us to listen, encourage, and guide them. Every age level explores the same scripture each week, making family conversations after church more fruitful. Kids help kids. Adults help kids. Kids help adults. *Eureka! Jr.* brings families together.



EUREKA! JR. Words

To start, here's a few words and concepts you'll encounter as you dig through *Eureka! Jr.*:

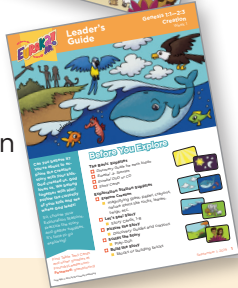
Expedition—*Eureka! Jr.*'s word for a lesson.

Two Weeks—Each Bible passage is explored for two expeditions so kids can go deeper into each passage. It also means kids won't totally miss a passage if they miss an expedition.

Discovery Guide (DG)—Each student gets one to use in the expedition, and they'll take it home after class.



Leader's Guide (LG)—This is what the teacher uses to lead the expedition. It's created in outline form for quick reference.



Discovery—Faith discoveries are nuggets of learning or spiritual growth kids walk away with each week. Discoveries range from "God really loves me" to "Jesus can heal the sick" to "I need to forgive my sister."

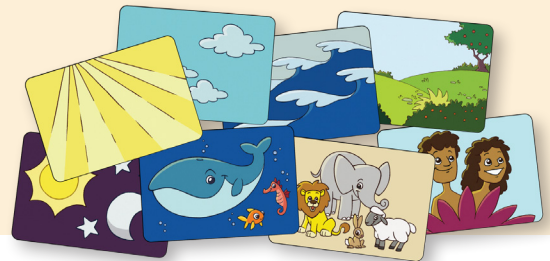
Kai and Scout—Twin exploring raccoons! Kai (the brother) and Scout (the sister) help guide kids through the expedition. They can't wait to get out in the world to explore God's Word and God's creation! They sing songs. They tell Bible stories. Who knows when they'll show up!

Remember Verse—The primary goal of these verses is to remember why we explore. We explore out of a response to who God is and who we were created to be. Every age level uses the same **Remember Verse**, but sometimes we shorten the verse a bit for these Junior explorers.



Let's See! Bible Story—One of our favorite ways to explore a Bible story! Gather around and listen to Kai tell the Bible story from the DVD or CD found in your **Expedition Resources** kit. As he talks, a leader displays the **Eureka! Jr. Story Cards** on the floor as the story unfolds. Don't worry. We tell you exactly which cards to use, where to place them, and when to move them. Just follow the visual guide in the **LG**. You can also tell the story yourself using the printed story in the **LG**.

Story Cards—This is a deck of cards leaders use for the **Let's See! Bible Story**. There are 8 cards for each story—each with a picture important to the Bible story. Later in the expedition, kids will play with these cards to retell and explore the story on their own. Kids also get a miniature version of these cards on their **DG** every two weeks so they can explore the story at home!



Let's Go! Bible Story—This is our other favorite way to explore a Bible story! This time Scout takes the lead. But she does more than just tell the story; she gets moving! Scout takes kids **inside** the story to walk by her side. They might climb a pretend tree or act like their favorite animal—whatever it takes to get closer to the story! The audio version of the story is found on the DVD or CD in your **Expedition Resources** kit. The story is also printed in the **LG** in case you want to tell it yourself.

Exploration Stations—These simple learning stations are set up in the classroom to help reinforce the story. Four stations are repeated every week using supplies most classrooms will have on-hand (**Story Cards**, crayons, blocks, Play-Doh, etc.). Plus, we provide a new bonus station every two weeks. Bonus stations might require a few extra supplies or create an experience specific to that week's Bible story. Use all five stations or pick just enough stations to suit your class size.

Table Tent Cards—These are signs you put at each **Exploration Station**. On the back are some conversation starters you can ask your kids as they explore. Simply print these off from FoundryLeader.com.

Eureka! Jr. Stamps—Two stamps included in the **Expedition Resources** kit. These exploring stamps are used at the end of an expedition to celebrate a great day of discovery!



Eureka! Jr. DVD or CD—Audio and video of the **Let's See!** and **Let's Go! Bible Stories**, **Remember Verse** videos (not on CD), the **Eureka! Theme Song**, **The Come Along Song** to play at the beginning of an expedition, and the **Tidy-Up Song** to play as kids clean up the room after a great day of adventuring.



Eureka! Jr. Expedition Poster—Hang up the poster and track everywhere your class has explored. Each week as you explore, attach the proper Bible story picture to its place on the exploring map. The **Expedition Resources** kit contains a new poster every quarter. Hang them side by side to remember your expeditions all year long!

Exploring Questions—These two “What” questions set the foundation for a strong Bible study method (hermeneutic) and prepare our Junior explorers for some next level exploring when they graduate to the elementary levels of **Eureka!**

- **What's That Word?**—We explore a key word in the passage. Kids have much more confidence during expeditions when they know the meaning of the words.
- **What's This Say about God & Us?**—God reveals himself through the Bible. We explore to know God. God teaches us about himself and His love throughout the Bible. As we learn about God and embrace His love for us, how do we react? What should we do?

FoundryLeader.com—A password-protected website with digital resources. Your LG is there, along with everything that's on the **Eureka! Jr. DVD** and **CD**, and some bonus **Eureka! Jr.** graphics. There's one password in your LG and a different one in your **Expedition Resources** kit.

- With purchase of the LG, you'll have access to the lessons, **Table Tent Cards**, **Play-Doh Mats**, and more. The password for these files is found on the first page of each lesson.
- With purchase of the **Expedition Resources** kit, you'll have access to stream everything that's on the **Eureka! Jr. DVD** and **CD**. The password for these files is provided on the DVD and CD case found inside your **Expedition Resources** kit.





Your LG has all you need to lead an expedition, but let's do a quick walk through. Grab a LG and we'll give you some extra insight into a Eureka! Jr. expedition.

1: Here We Go!

- You've already gathered your supplies, set up your stations, and hidden the Kai and Scout cards around the classroom. Sounds like you're ready!
- **The Come Along Song** is a great way to settle pre-class energy, focus attention, and get everyone together when it's time to start.

2: What's That Word?

- Kids feel super confident when they hear a word and know exactly what it means. That's why we explore a word right at the very beginning of our expedition!
- Words come from either our Bible Story, **Remember Verse**, or the week's expedition theme.

3: Remember Verse

- Get some exploring inspiration from the **Remember Verse** video!
- Kai and his friends provide simple motions for each verse on the **Eureka! Jr. DVD**. Printed explanations of the motions are available at FoundryLeader.com.

4: Happy & Sad

- Time for some serious Christian community. Listen, encourage, and pray for each other. Don't breeze through here too quickly.

5: Explore the Story

- It's time to hear the Bible story for the first time and see what you can discover!
- You'll rotate between the **Let's See!** and **Let's Go! Bible Stories** each week.
- Here's a fun idea for the **Let's See! Bible Story**. Place all cards you aren't using totally out of sight before class. Store the cards you will be using in the **Story Card** box. Then, pull the cards out of the box as they are used in the story!

- During the **Let's Go! Bible Story**, act out the motions right along with your class. Not only will this help kids feel more confident in their own motions, but they'll love knowing that you are exploring right along with them.
- Both Bible Stories ask "I wonder" questions during the story. If you want to provide more time for kids to respond out loud, simply pause the DVD or CD until you are ready to start exploring again.

6: What's This Say about God & Us?

- Recap the story with some simple conversation sparked by these questions.

7: Exploration Stations

- Leaders can move from station to station helping as needed.
- Optional **Table Tent Cards** for each station can be printed from FoundryLeader.com. These cards help identify each station and provide some conversation cues for leaders to use while engaging with kids.
- Optional **Play-Doh Mats** can be printed from FoundryLeader.com. These will help keep kids focused, and will hopefully keep the table and floors clean.

8: Share Your Discovery

- What did your kids think about as they played with the **Story Cards**? What did they draw at the **Picture the Story Station**? Now that your class is back in a group, share discoveries with each other and see what they've discovered!

9: Goodbye Blessing

- Say the blessing included in the **LG** to your whole class or to each child individually before they leave. This may quickly become one of your favorite spiritual formation traditions.
- Send kids home with their **DG** so they can continue to explore at home.