



Street Reach | Memphis, TN

Team Preparation Guide **Spring Program**

I. Welcome Information

Welcome Information

II. Bible Club

Street Reach Glossary

Suggested Club Schedule

Bible Story Station

Crafts Station

Games Station

Songs Station

III. Afternoon Projects

IV. Mission Team Training

Team Meeting Checkpoints

V. Your Trip

What to Bring

Things to do in Memphis

Hotel Recommendations

I. Welcome

Thank you for registering to serve with Street Reach Ministries in Memphis, TN! We are excited to see how the Lord will continue to work in North Memphis this Summer. This guide includes information on how you can best prepare for your upcoming mission trip. You can email Claire at claire@streetreach.org, or call us at 901.324.3022 ext. 231 with any questions. Everyone in the office is here to assist you and will be praying for your team as you prepare to come to Memphis, TN.

-Street Reach Office

II. Bible Club

Street Reach Glossary

Bible Club: Urban Backyard Bible School on an empty lot, park, or apartment complex. Unlike most "VBS" programs, we walk and pick up our kids. They are not "registered" for our program. We minister to children who have not necessarily grown up in church, so it is important that we meet them where they are. Bible Club has four stations (Bible Story, Songs, Games, and Crafts), lasting about 15-20 minutes each, that the children (split into age groups) rotate through. Your team will plan and prepare for the Bible Club, breaking into the stations they will run.

Bible Story: One of the four stations that you will split your team into. Make sure the Bible Story is clearly communicated and relevant to these kids' lives. Interactive stories work best, along with fun ways to memorize the memory verse attached to each story. We provide a curriculum you may use, but you are not required to. If you have other material you would like to use, feel free to use that. Our material is a bare-bones outline. We encourage groups to make it their own and add to the story each day.

Crafts: One of the four stations that you will split your team into. Crafts help children remember the Bible Story when they return home. We are outside in an open space with no access to tables, so the children will be doing crafts sitting on the ground. The children require close supervision, and we encourage teams to bring crafts where all items are already cut out and that require minimal assembly.

Games: One of the four stations that you will split your team into. It should be fast-paced, high-energy, high energy and very structured. The kids love relays and most games that involve competition, although we do not recommend high-contact games like Red Rover, Football, or Tug-of-War.

Songs: One of the four stations that you will split your team into. Classic children's church songs work great here, such as "Father Abraham", "My God is so Big", etc. Songs with motions and movement work well because they keep their attention. Good filler songs to keep their attention include our classic Bible Club songs like "Little Red Wagon", "All Across the Nation", "Bazooka Bubble Gum", and "Boom-Chicka-Boom". (The lyrics can be found under *Songs Station* later in the guide.) We do not have access to electricity, but

wireless speakers work great if you want to use music. Songs that explain dances like the “Cha-Cha Slide”, the “Whip/Nae Nae”, etc. are helpful for keeping kids engaged as well. Some other ideas include learning the memory verse for the day and having the kids make a chant to help them remember it.

Walking Groups/Routes: We walk the neighborhood surrounding the club site to pick up the children and take them to club, then home each day. We ask that your mission team split into several groups with at least three people in each group, and each group will be given a specific route/street to walk. They will go door to door picking up kids ages 4-11.

Free-play: As the kids arrive at Bible Club, we have structured free play set up. Your site missionary will set up stations for the children to play at, using the supplies and equipment you bring.

Circle-Up: Once all the walking groups return to the Bible Club site, we all circle up. We sing a song, do our rules, and then the site missionary splits the kids into their age groups.

Rules: Every club site has rules. They are done in a "repeat after me" style during Circle Up. For example, the site missionary will say "no fighting," and everyone repeats "no fighting."

Checking: One of the Bible Club rules is "no checking". This is a verbal way the children measure one another up.

Dismissal: After Bible Club, we walk the children back home via the routes they used to arrive at the club. During this time, on the walk home, it's a perfect time to give them their crafts and anything else we are sending them home with.

Suggested Bible Club Schedule

This schedule is a suggestion and for reference only; please allow for flexibility.

We strongly suggest planning for 20-minute stations. You cannot overplan for Bible Club Stations. The children we minister to have extremely short attention spans, so structure and activity are key!

10:00 - 10:50 am Collect Children/Children walk-up and arrive. Register children, name tags, organized & supervised free-time with balls, chalk, hula-hoops, bubbles, etc. IMPORTANT: Divide children into groups, typically by activity or age	
10:50 - 11:00 am Circle Up, then Age Groups go to their starting stations. Example: 4 - 5 yrs old → Bible Story 6 - 7 yrs old → Crafts 8 - 9 yrs old → Games 10 - 11 yrs old → Songs	
4:15 - 4:30 pm	Station 1
4:30 - 4:35 pm	Age groups rotate to their next activity station
4:35 - 4:50 pm	Station 2
4:50 - 4:55 pm	Age groups rotate to their next activity station
4:55 - 5:10 pm	Station 3
5:10 - 5:15 pm	Age groups rotate to their next activity station
5:15 - 5:30 pm	Station 4
	Age groups will not rotate after the station concludes
5:30 - 6:00 pm Organized dismissal and walk kids home.	

Bible Story Station

It is important that the Bible Story is communicated well and made relevant to the lives of the children we minister to. Interactive stories work best, along with fun ways to memorize the memory verse attached to each story. We provide a curriculum you may use, but you are not required to. If you have other material you would like to use, feel free to use that. Our material is a bare-bones outline. We encourage groups to make it their own and add to the story each day.

Bible Story Station Tips

- You will be teaching the Bible Story four times, once to each age group. How you communicate the story will vary between each group you teach.
- Know the Bible Story well. Put it into your own words. You don't want to read the Bible Story from the curriculum paper.
- Have high energy and make the story interactive. This will keep the children engaged.
- Know the memory verse for each day. Create motions/chants to help the children memorize it so they can take it home each day.
- Make the Bible Story and memory verse relevant to their lives.
- Review and ask questions at the end.

Crafts Station

Part of your Bible Club sessions will involve crafts. Please provide the materials needed to complete each day's craft activity, whether it is the one we provide or one you would rather use. Please plan supplies for at least 40 children at each assigned site each day. Because the Bible Clubs are outside in vacant lots, tables are not available (unless you provide them). Children assemble the crafts while sitting on the ground. Power is also not available at the Bible Club site, so any craft that requires power for assembly must be done before the trip or at the housing facility.

If your group would like to bring extra coloring pages, Fruit Loops, macaroni, or beads for making necklaces, you might use these when you need an extra activity or for younger children with short attention spans.

The children require close supervision and assistance. You may need to cut out materials before you arrive at your site. We do not encourage the children to use scissors or other sharp objects at the site.

You may want to cut out and assemble some pieces before arriving to give the children enough time to finish. We strongly suggest you assemble most of the project for the younger children before you come. Typically, the children are at the "craft" station for at most 20 minutes.

Game Station

Structure is very important in this station. Avoid asking the kids, “What do you want to play?” Instead, say, “Today we are playing ____.” They are watching you. If you are excited about the game, they will be excited about the game.

Game Ideas

Duck Duck Goose, Freeze Tag, Relays

Sharks and Minnows

Equipment: None. Open space.

Have the group line up on one side of the field. You can pick 3 people to be the “sharks,” and the rest are “minnows”. Blow the whistle and tell the group of minnows to run to the other side of the field without getting tagged by the sharks. If they get tagged, they become a shark. Continue until all/most of the group is in the middle.

Circle Greeting

Equipment: None. Open Space.

Have the group form a circle that is shoulder to shoulder facing inside. You do not need to touch, but you do need to be close. The leader starts outside the circle and taps a person on the shoulder. They turn around and shake hands with each other three times, calling the other person’s name each time. When finished, they go around the circle in opposite directions, trying to be the first back to the vacated space. While the participants are running, the people in the circle can turn around (facing outward) and stick out their hand. The runners must stop, shake the hand, and call the person by name before counting. The last one back begins the cycle over again by choosing another person.

Finger Count

Equipment: None

Find a partner and stand facing each other an arm's length away. Start with your hands behind your back. On the count of three, both partners bring their hands up chest high, holding up any number of fingers between one and ten. The first person to add up the total number of fingers being held up on all four hands is the winner. (The secret is to know how many fingers you are going to hold up before you raise your hand.)

Stand Off

Equipment: None.

Find a different partner and stand facing each other an arm's length away. Put your feet together with toes and heels tightly together. The object of this game is to make the other person lose their balance by touching ONLY hands. You may push at their hands, slap at them, or just fake at them to make them fall forward. The first person to move their feet loses.

Crows and Canes

Equipment: Level playing field

Divide players into teams with about the same number of each team. Designate one team to be crows; the other team is the cranes. A center line divides the field. Station yourself there. At the opposite ends of the field, each team has a safety zone, which should be marked. At a call from the leader, the two teams approach the center line cautiously, facing each other about 6 to 10 feet apart and ready to run. After the suspense has built, shout either "crows" or "cranes." If "crows" are called, crows must turn and run to their safety zone with the cranes in pursuit. Any crows tagged before reaching their safety zone must join the opposing team. If "cranes" are called, crows become the pursuers and cranes flee for safety. The game continues until one team gains all (or a majority) of players.

Hospital Tag

Equipment: Outside level playing area large enough for running. Divide into two equal teams on opposite ends of the field. The game starts and ends when only one survivor remains. When tagged by a member of the opposing team, you must cover where you were touched with your hand. When tagged a second time, you must cover that spot with the other hand. When you use both hands, you must tag others with your elbow. When tagged a third time, you are out. Sit out of the way of other players. The team with players still standing wins.

Triangle Tag

Equipment: Outside level playing area

Divide into groups of four. Select one person to be "it." The other three people join hands to form a triangle. One person in the triangle is designated as the "chasse" that the "it" is trying to tag. The triangle uses its strength and bodies to keep "it" away from the "chasse." "It" may go under, around, or through to get to the "chasse". When tagged, "it" swaps with a person in the triangle, and

another person becomes the “chasse.”

Everyone's It

Equipment: Outside level playing area

The fastest game of tag. Everyone is it. There are no friends or partners.

When the game starts, there is no safety zone. Tagging at the same time means that both are out. The game is over when there is only one left.

Songs Station

Classic children's church songs work great here, such as "Father Abraham", "My God is so Big", etc. Songs with motions and movement work well because they keep their attention. Good filler songs to keep their attention include our classic Bible Club songs like "Little Red Wagon", "All Across the Nation", "Bazooka Bubble Gum", and "Boom-Chicka-Boom". We don't have access to electricity, but wireless speakers work great if you want to play music. Songs that explain dances, like "Cha Cha Slide," "Whip/Nae Nae," etc., also help keep kids engaged. Some other ideas include learning the memory verse for the day and having the kids make a chant to help them remember it.

Bible Club Songs with Lyrics

(video of songs being performed can be found inside the team prep link sent to you)

All Across the Nation

(Has coordinating dance moves)

All across the nation there's a Jesus conversation
It'll take you for a ride
Move from side to side
Yeah! Can you feel it!

Hey Burrito

(Repeat after me)

Hey burrito *(hey burrito)*

Hey hey hey burrito *(hey hey hey burrito)*

Mm yeah burrito yeah *(Mm yeah burrito yeah)*

Taco Bell, Taco Bell *(Taco Bell, Taco Bell)*

Guacamole, cinnamon twist *(Guacamole, cinnamon twist)*

Little Red Wagon

(Repeat after me)

You can't ride in my little red wagon *(You can't ride in my little red wagon)*

The back seat's broken, and the wheels are draggin' *(The back seat's broken and the wheels are draggin')*

Chugga chugga chugga chugga chugga chugga *(Chugga chugga chugga chugga chugga)*

Second verse! *(Second verse!)*

Same as the first *(Same as the first)*

Just a little bit louder and a little bit worse *(Just a little bit louder and a little*

bit worse)

You can't ride in my little red wagon (You can't ride in my little red wagon)
The back seat's broken and the wheels are draggin' (*The back seat's broken and the wheels are draggin'*)
Chugga chugga chugga chugga chugga (*Chugga chugga chugga chugga chugga*)

Third verse! (*Third verse!*)
Same as the first (Same as the first)
Just a whole lot louder and a whole lot worse (*Just a whole lot louder and a whole lot worse*)

You can't ride in my little red wagon (You can't ride in my little red wagon)
The back seat's broken and the wheels are draggin' (*The back seat's broken and the wheels are draggin'*)
Chugga chugga chugga chugga chugga (*Chugga chugga chugga chugga chugga*)

Fourth verse! (*Fourth verse!*)
Man! There ain't no fourth verse! (*Man! There ain't no fourth verse!*)

Bazooka Bubblegum

(Repeat after me)

My mama gave me a penny (*My mama gave me a penny*)
She said to go to Denny's (*She said to go to Denny's*)
But I don't want no Denny's (*But I don't want no Denny's*)

[all together]

Cause all I want is bubblegum! Bazooka zooka bubblegum!
Bazooka zooka bubblegum! Bazooka zooka bubblegum!

My mama gave me a nickel (*My mama gave me a nickel*)
She said to buy a pickle (*She said to buy a pickle*)
But I don't want no pickle (*But I don't want no pickle*)

[all together]

Cause all I want is bubblegum! Bazooka zooka bubblegum!
Bazooka zooka bubblegum! Bazooka zooka bubblegum!

My mama gave me a dime (*My mama gave me a dime*)
She said to buy a lime (*She said to buy a lime*)
But I don't want no lime (*But I don't want no lime*)

[all together]

Cause all I want is bubblegum! Bazooka zooka bubblegum!
Bazooka zooka bubblegum! Bazooka zooka bubblegum!

My mama gave me a quarter (*My mama gave me a quarter*)
She said to buy some water (*She said to buy some water*)
But I don't want no water (*But I don't want no water*)

[all together]

Cause all I want is bubblegum! Bazooka zooka bubblegum!
Bazooka zooka bubblegum! Bazooka zooka bubblegum!

My mama gave me a dollar (*My mama gave me a dollar*)
She said to pop my collar (*She said to pop my collar*)
But I don't wanna pop my collar (*But I don't wanna pop my collar*)

[all together]

Cause all I want is bubblegum! Bazooka zooka bubblegum!
Bazooka zooka bubblegum! Bazooka zooka bubblegum!

My mama gave me a five (*My mama gave me a five*)
She said to do the jive (*She said to do the jive*)
But I don't wanna do no jive (*But I don't wanna do no jive*)

[all together]

Cause all I want is bubblegum! Bazooka zooka bubblegum!
Bazooka zooka bubblegum! Bazooka zooka bubblegum!

My mama gave me a ten (*My mama gave me a ten*)
She said to buy a hen (*She said to buy a hen*)
But I don't wanna buy no hen (*But I don't wanna buy no hen*)

[all together]

Cause all I want is bubblegum! Bazooka zooka bubblegum!
Bazooka zooka bubblegum! Bazooka zooka bubblegum!

Boom Chicka Boom

(Repeat after me)

I said a Boom Chicka Boom

I said a Boom Boom Chicka Boom

I said a Booma Chicka Rocka Chicka Rocka Chicka Boom

Uh huh

Oh yeah

One more time _____ style.

Janitor Style:

I said a Broom Sweep-a Broom

I said a Broom Broom Sweep-a Broom.

I said a Brooma Sweep-a Mop-a Sweep-a Mop-a Sweep-a Broom

Astronaut Style:

I said a zoom to the moon

I said a zoom zoom to the moon.

I said a zooma take that rocket take that rocket to the moon

Valley Girl Style:

I said like a boom chicka boom

I said like a boom boom chicka boom.

I said like a booma like a chicka like a rocka chicka bom

III. Afternoon Projects

Afternoon Project Plans

Bible Club sites rotate all afternoon projects each day. This ensures your group has a variety of projects throughout the week. Leaders may assign their members to different projects if running more than one Bible Club.

Community Projects

Brinkley Clean-Up
Brinkley Gym Community Center Sports Ministry
Activity Clubs
Street Clean Up
Guided Prayer Tour
Reading Club
CITI Camp
Nursing Home Visitation
Yard Work

Optional Projects:

***Laundromat Ministry:** We have a couple of laundromats that we have built a relationship with, and they've allowed us to come into their laundromats to offer to wash people's laundry. If you opt into the laundromat ministry, please bring \$150-\$200 in bills and laundry detergent for this afternoon ministry project. Please note, the laundromat does not accept quarters.

***Food Fight Ministry:** This is a 2-day project, meaning it will be 2 days of the 3 days of the afternoon ministry projects for the group. We ask that groups acquire the items for these meal bags before their trip and bring those supplies with them. Alternatively, the group may purchase the grocery items through Street Reach, which will be picked up and placed in your meeting room. If opting to have Street Reach purchase the groceries, the cost is \$300. The grocery items to purchase are listed below.

Supplies for Food Fight Opt-In:
25 1-lb bags or boxes of spaghetti noodles
25 45-oz cans of marinara sauce
50 14.5-oz cans of green beans
150 peanut butter crackers
150 Nutri-Grain bars

(List is based on 1 Bible Club site feeding 25 families of 6 members)
Street Reach will provide the bags

The breakdown: The first afternoon will be spent distributing flyers, sharing information about the meal bags, and connecting with community members. The second afternoon will be spent packing and handing out the meal bags. If your team is running more than one Bible Club site and would like to opt in, please let us know how many sites will participate, and bring enough supplies for the number of sites opting in. (For example, if your team is running 2 Bible Club sites and you would like both groups to participate in the Food Fight project, please bring double the amount of food listed below.)

* Optional. Groups must “opt-in” to these projects.

** We cannot guarantee a day at the laundromat, but we will do our best to add this to your team’s project rotation for the week.

IV. Mission Team Training

Team Meeting Checkpoints

We recommend meeting at least five times with your mission team to best train and prepare for your trip.

First Meeting: Hand out curriculum and team assignments (Bible Story, Crafts, Games, and Songs).

Teams/stations meet to discuss the curriculum and plans for each day.

Second Meeting: Each team/station should come prepared to share 2-3 ideas for each day for their station with the Team Leader.

Third Meeting: Finalize ideas, plan an extra activity for each day, and make and turn in supply lists for each team/station.

Fourth Meeting: Run through each station for each day as a team. Gather supplies and have them ready to pack. Turn in lists for anything else needed.

Fifth Meeting: Resolve any issues discussed in the previous meeting and pack supplies.

V. Your Trip

Suggestions on What to Bring

- Sleeping bag/sheets & blanket & pillow(s); (a bunk and mattress will be provided)
- Towels
- Bible & Devotional material
- Work clothes (clothes that you don't mind getting soiled or ruined)
- T-Shirts (no tank tops)
- Shorts (modest length)
- Closed-toe shoes (tennis shoes or sneakers)
 - Sandals, if desired, but only to wear away from mission sites, as open-toe footwear is not permitted on club site
- Appropriate sleeping attire (you will be required to be fully dressed when out of your bunk rooms and in hallways)
- Toiletries & sunblock lotion
- Prescribed medications, if any
- Money for Street Reach retail gear
- Hoodie or jacket
- Work gloves
- Personal water bottles
- First aid kit
- No "dress-up" clothes will be required by SR.
- If you can find a NIV Beginner's Bible for children, please grab it and bring it. This is a great resource to have daily for your Bible Club site.

Team Leader Will Need to Provide

- Spiritual preparation of your team.
- Authority, leadership, and responsibility at all times over each member of your team.
- Transportation of all team members to and from Memphis and local mission sites where your members are participating. In addition, Street Reach missionaries will be traveling with mission teams to and from ministry sites each day.
- Work gloves and protective eyewear for your team to utilize during afternoon yard detail.
- First aid kit in the event that one of your participants needs minor medical attention or over-the-counter medication.
- One evening meal for your team during the week; you will have one night off (Wednesday evening) for a group outing.
- Equipment and supplies for any games or music that your team would like to provide for the Bible Club children. This also includes free time/free play supplies for the start of club. You can use many of the free-time supplies at your game station. Included is a list of supplies we ask that you bring:
 - 5-6 balls (various types including soccer ball, kickball, smaller balls for younger children, etc)
 - Jump Ropes x 4
 - Chalk
 - Hula Hoops x 4
 - Bubbles
- Provide crafts for Bible Club site(s) that you run. We provide craft ideas and a supply list to go with the curriculum. If you use your own curriculum, you may still use our craft ideas or mix and match!
- Tarps for the Bible Club sites. Street Reach does not provide tarps. We ask that teams provide 4 tarps for the Bible Club to use at each station.
- Tents for shade. Many teams have found a tent helpful. You may want to bring a tent or two to provide shade at the Bible Club site(s).

Things to do in Memphis

Memphis Zoo: The Memphis Zoo, located in Midtown Memphis, TN, is home to more than 3,500 animals representing over 500 different species. Created in April 1906, the zoo has been a major tenant of Overton Park for more than 100 years. The land currently designated to the Memphis Zoo was defined by the Overton Park master plan in 1988, it is owned by the City of Memphis. Adults (12-59) \$20; Parking \$10; 9:00 am-5:00 pm.

www.memphiszoo.org

National Civil Rights Museum: The National Civil Rights Museum in Memphis, TN, was built around the former Lorraine Motel at 450 Mulberry Street, where Martin Luther King, Jr. was assassinated on April 4, 1968. The Lorraine Motel remained open following King's assassination until it was foreclosed in 1982. Adults \$14, Children (4-17) \$8.50; 9:00 am-5:00 pm.

www.civilrightsmuseum.org

Incredible Pizza: Great Food, Fun, Family, and Friends! A huge buffet, 4 cool dining rooms, indoor Go-Karts, Bumper Cars, Arcade, and much more! Wednesday 11:00 am-8:30 pm, Friday-Sunday 11:00 am-10:00 pm.

www.incrediblepizza.com

Laser Quest: Great family fun and entertainment, perfect for birthday parties and youth group events. Youth group packages; prices vary according to group size. Wednesday 6:00 pm-9:00 pm, Friday-Saturday 4:00-11:00 pm

www.laserquest.com

Putt-Putt: Family Entertainment Center, Laser Tag Arena, Driving Range, Batting Cages, Go Karts, Bumper Boats, Ropes Course, Miniature Golf, Arcade, Birthday Parties, Corporate Events, Lock-In, School Groups. Indoor activities open at 8:00 am, outdoor activities begin at 4:00 pm. Groups 15 or more: call 901-338-5314

www.goldandgamesmemphis.com

Overton Park: Overton Park is a large, 342-acre public park in Midtown Memphis, TN. The park grounds include the Memphis Brooks Museum of Art, Memphis Zoo, a 9-hole golf course, Memphis College of Art, Rainbow Lake, Veterans Plaza, Greensward, and other features. The Old Forest Arboretum of Overton Park, one of the few remaining old-growth forests in Tennessee, is a

natural arboretum with labeled trees along trails.

Shelby Farms Park: Currently, the 4,500 acres of Shelby Farms Park is home to more than 20 bodies of water, several paved, multi-use trails and primitive trails, the Lucius Burch Natural Area, the Agricenter International Expo Center, Showplace Arena, Farmer's Market, Catch'em Lake, a disc golf course, a kite-flying field and model airplane field, a playground, horse stables, paddle boats, pavilions, an amphitheater, a Visitor Center, a herd of American Bison, a dog park, Go Ape ropes course, and much, much more. www.shelbyfarmspark.org

Downtown: There is plenty to see downtown, from Beal St. to other stores in the area, not to mention the Peabody.

Mud Island: A tribute to the Mississippi River. Information on the river walk, monorail, and museum. Open 10:00 am-6:00 pm, Adults (13-59) \$10. www.mudisland.com

Bass Pro at the Pyramid: Home to an archery range, shooting range, and laser arcade. The building also includes Uncle Buck's Fishbowl and Grill, a bowling alley, and a saltwater aquarium. The tallest freestanding elevator in America takes visitors to The Lookout at the Pyramid at the apex of the building, where they can take in the view on an indoor and outdoor observation deck or get a bite to eat at the "Sky High Catfish Cabin"; a restaurant, bar, and aquarium at the top of the building. At the base of the Pyramid is a 100-room hotel known as the Big Cypress Lodge. Bass Pro at the Pyramid contains 600,000 gallons of water features and the largest collection of waterfowl and hunting-related equipment in the world. Open 8 am-10 pm www.basspro.com/pyramid

Hotel Recommendations in Memphis, TN

Quality Inn and Suites

1556 Sycamore View Rd
Memphis, TN 38134
(901) 373-8200

Sheraton 4 Points

5877 Poplar Avenue
Memphis, TN 38119
(901) 767-6300

Hyatt Place Wolfchase Galleria

7905 Giacosa Place
Memphis, TN 38133
(901) 371-0010

Baymont

6020 Shelby Oaks Dr
Memphis, TN
(901) 377-2233