

# **STREET REACH MINISTRIES**

---

## **Team Preparation Guide** Summer Program

Memphis, TN

## **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 Spring and Summer. This guide includes information on preparing for your upcoming mission trip. You can email Beth at [beth@streetreach.org](mailto:beth@streetreach.org) or call us at 901.324.3022 ext. 302 with any questions you have. Everyone in the office is here to assist you and will pray 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 we must meet them where they are. Bible Club comprises four stations (Bible Story, Songs, Games, and Crafts), lasting about 15 - 20 minutes each that the children (split into age groups) rotate through. Sometime during those stations, we will have lunches delivered through the state's Summer Food Service Program that we pass out to the Bible Club children. Your team will be planning and preparing for the Bible Club, breaking into the stations they will run.

**Bible Story:** One of the four stations you will split your team into. The Bible Story is well communicated and relevant to these kids' lives. Interactive stories work best, as well as fun ways to memorize the memory verse attached to each story. We provide a curriculum you may use but are not required to use. If you have other material you would like to use, feel free to use that.

**Crafts:** This is one of the four stations that you will split your team into. Crafts are a way for children to be reminded of 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 that all items are already cut out and that require minimal assembly.

**Games:** This is one of the four stations that you will split your team into. It should be fast-paced, 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. In addition to these, good filler songs to keep their attention are 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," and the "Whip/Nae Nae," etc., are also helpful for keeping 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.

**Walking Groups/Routes:** We walk the neighborhood surrounding the club site to pick up the children and take them to the club and then home each day. We ask that your mission team split up into several groups with no less than three people in each group.

They will each 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 a structured free-play set-up. Your site missionary will set up stations for the children to play with the supplies and equipment you bring.

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

**Rules:** We have rules for every club site. They are done in the "repeat after me" style during Circle Up. For example, the site missionary will say, "No fighting," and then 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.

**Water Cooler:** The Bible Club kids get one cup of water at the Songs and Bible Story stations.

**Lunch at Bible Club:** The SFSP provides free lunch for all Bible Club children. Street Reach is responsible for passing out these pre-packaged lunches and transporting all of the trash back to Brinkley Heights unless the club site has permission to use a dumpster on site.

**Dismissal:** After Bible Club is over, we walk the children back home via the routes they arrived at the club by. On the walk home, it is a perfect time to give them their crafts and any other things that 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 40 minute stations. You cannot over plan for Bible Club Stations. The children we minister to have extremely short attention spans, so structure and activity is key!

<b>10:00 - 10:50 am</b>	Collect Children/Children walk-up and arrive. Register children, name tags, organized & supervised free-time with balls, chalk, hula-hoops, bubbles, etc.
<b>IMPORTANT: Divide children into groups, typically by activity or age</b>	
<b>10:50 - 11:00 am</b>	Circle Up then Age Groups fo 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
<b>11:00 - 11:20 am</b>	Age groups rotate to their next activity station Rotate water breaks
<b>11:20 - 11:40 am</b>	Age groups rotate to their next activity station Rotate water breaks
<b>11:40 am - 12:00 pm</b>	Age groups rotate to their next activity station Rotate water breaks
When it arrives, lunch is handed out to children at station.  Lunch is provided by Shelby County Schools, we must follow their rules they have for the lunches.	
<b>12:00 - 12:20 pm</b>	Age groups rotate to their next activity station Rotate water breaks
<b>12:20 - 12:40 pm</b>	Organized dismissal. (be sure to talk with your site missionary Sunday night fo dismissal organization, each site is different)

## 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, as do fun ways to memorize the memory verse attached to each story. We provide a curriculum you may use, but you are not required to use it. If you have other material you would like to use, feel free to use that.

Many club sites have a large number or majority of Spanish-speaking children. It may be useful to prepare or incorporate some Spanish into the Bible Store via the verse, keywords translated into Spanish, etc. Though we are unable to let you know what site you will be at or how many Spanish-speaking children will be at each site, we encourage groups to do some preparation for this.

## 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. Make up motions/chants to help the children memorize it so that 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

As part of your Bible Club sessions, you will be responsible for the craft activities. This includes providing the necessary materials for each day's craft, whether it's the one we provide or one you prefer. Please plan for supplies that can accommodate at least 40 children at each assigned site each day. Keep in mind that the Bible Clubs are held outside in vacant lots, where tables are not available unless you provide them. The children will be assembling the crafts while sitting on the ground. Also, note that there is no power available at the Bible Club site, so any craft that requires power for assembly should be done prior to 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.

Close supervision and assistance for the children are crucial during the craft activities. If you have an activity that requires cutting out materials, it's best to do this before you arrive at your site. We strongly discourage the use of scissors or other sharp objects by the children at the site.

You may want to cut out and assemble some of the pieces together before arriving so that there is enough time for the children to finish. It's strongly suggested that you assemble most of the project for the younger children before coming. Typically, the children are at the "craft" station for at least 20 minutes.

## Game Station

Structure is very important in this station. You will want to avoid asking the kids “what do you want to play?” and 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 begin going around the circle in opposite directions trying to be the first one 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 arms 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 fields, 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 pursers 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 finishes when there is only one survivor. When tagged by a member of the opposing team you must cover where you touched with your hand. When tagged a second time you must cover that spot with the other hand. When both hands are used you must tag others with your elbow. When tagged a third time you are out. Sit out of the way of other players. Team with players still standing wins.

### **Triangle Tag**

#### **Equipment: Outside level playing area**

Divide into groups of four. One person is selected 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. Tags at the same time means that both are out. 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. In addition to these, good filler songs to keep their attention are our classic Bible Club songs like "Little Red Wagon," "All Across the Nation," "Bazooka Bubble Gum," and "Boom-Chicka-Boom." 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," and the "Whip/Nae Nae," etc., are also helpful for keeping 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

### 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 hey hey burrito  
Hey hey hey burrito  
Mm yeah burrito yeah  
Taco Bell Taco Bell  
Guacamole, cinnamon twist  
That's it

### Turkey Song

*(Repeat after me)*

I went down to the river  
And I took a little walk  
And I came across some turkeys  
And we had a little talk  
But then I stomped those turkeys  
And I hung 'em on the line  
I said we can eat some turkeys  
Any old time

### Little Red Wagon

*(Repeat after me)*

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

Second verse!

Same as the first

Just a little bit louder and a little bit  
worse

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

Third verse!

Same as the first

Just a whole lot louder and a whole lot  
worse

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

Fourth verse!

Man! there ain't no fourth verse

## **Bazooka Bubblegum**

*(Repeat after me)*

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

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

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

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

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

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

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

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

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

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

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

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

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

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 boom

## III. Ministry Projects

### Afternoon Project Plans

All community projects are placed on rotation each day by Bible Club sites, ensuring a wide variety of projects for your group during the week. This diversity is designed to keep your members engaged and excited. Leaders may assign their members to different projects if running more than one Bible Club. Ministry Projects occur in the morning time during Spring as the children are still in school, except for the week of Memphis-Shelby county Spring Break. During this week, ministry projects will take place in the afternoon.

Below is a list of some of the community projects your group may be doing during the week, along with a brief description.

#### Community Projects

**Brinkley Housing Detail:** This project is serving the other mission teams in town through cleaning of the housing facility.

**Brinkley Gym:** We open the gym up for community kids and young teenagers. During this project, mission team members play basketball, have a games station, and interact with the children. A Bible Story is also given during this time.

Activity Club:

Soccer Club:

Reading Club:

Street Clean Up:

Guided Prayer Tour:

**Laundromat Ministry:** Groups go to local laundromats we've built relationships with and offer to pay to wash laundry for those in the laundromat. This ministry project is only available as requested by group leaders. We ask that the team bring \$75-\$100 in quarters as well as laundry detergent for this project.

**Food Bank:** This project is not always guaranteed as it is based on availability with the food bank.

## 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). Team/stations meet and discuss 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:** Ideas should be finalized, an extra activity for each day planned and supply lists should be made and turned in for each team/station.
- Fourth Meeting:** Run through each station for each day as a team. Supplies should be gathered and ready to be packed. Turn in lists for anything else needed.
- Fifth Meeting:** Any issues discussed in previous meeting should be resolved and supplies packed.

## 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 toes 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 & sun block lotion
- Prescribed medications if any
- Money for Street Reach retail gear
- Hoody or jacket
- Work gloves
- Personal water bottles
- First aid kit
- Fan for use in bunk rooms
- No "dress-up" clothes will be required by SR.

If you are able to locate a NIV Beginners Bible(s) for children, please grab it and bring it with you. This is a great resource for you to have on a daily basis for your Bible Club site.

## Team Leader Will Need to Provide

**Emphasize the spiritual preparation** of your team, as it is the foundation of our mission trip.

**As team leaders, you hold the authority, leadership, and responsibility** at all times over each member of your team, empowering you to guide them effectively.

**Transportation for all team members** to and from Memphis and local mission sites where your members are participating. In addition, Street Reach missionaries will travel with mission teams to and from the ministry site each day.

**Have a first aid kit on hand** in the event that one of your participants needs minor medical attention.

**You will have one evening meal for your team during the week**, and you will have one night off (Wednesday evening) for a group outing.

**Equipment and supplies** for games or music your team would like to provide for the Bible Club children. This also includes free time/free play supplies for the start of the club (examples include a soccer ball, kickball, jump rope, chalk, bubbles, parachute, frisbee, etc.) Many of the free time supplies can be used in your game station.

**Provide crafts for the Bible Club site(s)** that you run. We provide craft ideas and a supply list to accompany the curriculum. If you are using your own curriculum, you may still use our craft ideas provided or mix and match!

**Water coolers** (5-gallon coolers work great) are needed for the Bible Club site(s). Please plan to bring 1-2 coolers and 5-ounce cups for the children. You can also get a cooler for your team to use or have your group members bring water bottles to keep at their stations with them.

Street Reach does not provide tarps for Bible Club Sites. **If you would like to use tarps at Bible Club, you may want to bring a few with you when you come.**

## 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) \$15, Parking \$5; 9:00 am-5:00 pm.

[www.memphiszoo.org](http://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](http://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](http://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](http://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](http://www.goldandgamesmemphis.com)

**Overton Park:** Overton Park is a large, 342-acre public park in Midtown Memphis, TN. The park grounds contain 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](http://www.shelbyfarmspark.org)

**Downtown:** There is plenty to sight see downtown from Beal St. to other different 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](http://www.mudisland.com)

**Bass Pro at the Pyramid:** Home to an archery range, shooting range, and laser arcade. The building also includes an Uncle Buck's Fishbowl and Grill with 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 8am-10pm

[www.basspro.com/pyramid](http://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