



Pathfinder Honour: Trainer's Notes

Alive Bible 1



Instructions to Trainers / Instructors of this Honour

Leaders, we thank you for investing your time and energy in 'teaching' this honour.

These notes have been developed to assist in teaching / instructing the honour. We recognise that there is much more information available and we are grateful that you should share your expertise.

Please remember that Honours are designed to develop our Pathfinders in many ways; their interests, their knowledge and their relationship with their Saviour and Creator. Your enthusiasm and creativity will have a huge impact on those doing the honour.

To complete an Honour, the following (where applicable) must be completed satisfactorily:

- Physical and Practical Requirements.
- Honour Workbook.
- Honour Assessment Sheet. *(On SPD Honour Website but Leader's level access is required)*

Additional Reference Material

Acknowledgements

Seaghdha Bailey for valuable insight into a young person's perspective.

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BEFORE YOU START

This honour involves an understanding of how the Creator has designed parts of our bodies – namely those associated with the gift of memory.

It's an honour where it is essential for trainers and teachers to understand fully the contents of the Trainer's notes. To assist in this, an overview is provided to help get you started.

Finally, we thank you for investing your time and energy in the spiritual development of our young people. We humans do our little part and our God does the rest!

OVERVIEW of the ALIVE BIBLE 1 HONOUR

The Alive Bible way is fun and it works!

Learning Scripture by heart is a powerful way to get to know Jesus better. Learning Scripture by heart when you are young puts it into your long term memory for your whole life.

Doing this with your Pathfinders gives them a highly valuable gift which strengthens them spiritually for life.

Please use your own creativity and imagination to make it active, fun and inspirational. Call often for Divine assistance!

Alive Bible 1 is a 'doing' honour, not an academic honour.

The activities of the Alive Bible honour are to:

- See the Scripture adventure story happening in front of and around you.
- Explain what's happening by pointing and describing the words with your hands and movement.
- Use that movement to remember the words.

The 'sparky brain' warm up.

As this is an introductory honour we will be using the 'sparky brain' warm up. It's fun and it greatly increases creativity and memory. In summary, movements across our body's vertical midline connect our right and left hemispheres of the brain. This 'connects' logic and creativity and aids the expansion of memory.

Although not a requirement of this honour, we've included a brief outline on Kinaesthetic memory in Appendix B to aid the understanding of this honour.

Bible Translation/s to use

Because of the diversity of our Pathfinder folk, we do not specify a specific translation of the Scriptures for application to this honour. The only stipulation is that it must be 'true' to God's word. Of course, Pathfinders must be able to understand and identify with it.

The translation used in these notes is the New Living Translation (NLT) second edition. See Appendix A(i) and Appendix A(ii) for the Scripture passages.

Other translations can be accessed at <https://www.biblegateway.com/>

Debrief

The debrief is central to making this honour a faith transmission experience. As the Pathfinders learn Scripture by heart they experience the Bible Story connecting with their own life story. This is personalised faith. Gently help them to observe and value that, without moralising or lecturing, and so deepen their experiential learning.

The Workbook and the Assessment Sheet are designed to give debrief opportunities. Enlist other adults who have a spiritual heart, so that each Pathfinder is listened to about their responses, and encouraged in their journey with Jesus.

Sharing

Explore with your Pathfinders a fun and meaningful venue for the adventure to be shared as an act of service. They might even consider doing a Flash Mob as an outreach.

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REQUIREMENT 1: What is meant by the term 'Alive Bible'?

An Alive Bible is a friend of Jesus with His Words learned and living in their heart.

Some Pathfinders have described it nicely as:

- "A Bible with a warm heart; someone who's faithful to God".
- "Bible told alive through people exploring it in actions".
- "Telling God's story through my heart".
- "Being a Bible that can talk and has an aim in life".
- "Bible stories being alive in me".
- "Bringing my Bible to life".
- "A friend of Jesus' with His Words learned and living in their heart".

REQUIREMENT 2: Understand four (4) shortcuts to learning by heart.

These twelve shortcuts are like tools in a memory toolkit.

Shortcut 1: Pray

Always pray first. Jesus really wants His Words inside you and He's totally keen to help!

Shortcut 2: Warm up with the 'Sparky Brain' Warm Up

Get both sides of your brain firing with top power for seeing, hearing and doing. Movements across the middle of your body (your midline) connect the right and left sides of your brain. You then have more than double the learning and remembering capacity.

Shortcut 3: Prepare the words

- Print or write them out in large letters.
- Use a new line for each verse.
- Divide the adventure into logical, manageable sections, with a heading for each section.

Shortcut 4: Have fun learning in a group. Practise in rhythm together.

- Put everyone's ideas together to plan the places in the story and the movements to use.
- You learn the verses very quickly doing the movements in rhythm with your group.
- When you practise the verses at home, you remember what your group looked like doing it all together.

Shortcut 5: Muscle Memory.

Muscle memory works with seeing memory and hearing memory.

- Read the verse out loud 8 times as you help your group choose a movement or gesture for each phrase or sentence.
- Once you know the adventure quite well, practise it through with movements and no words.

Shortcut 6: See, Hear and Do

- See the words clearly. See the picture of the action clearly in the space around you.
- Hear the words, the intentions, the meanings and the emotions with your voice.
- Do. Move each phrase or sentence, even if it is the slightest explanation. Move the adventure through the space around you.

Shortcut 7: Add feelings

- Adding the feelings completes the explanation.
- As in a good movie, people don't have to explain their feelings. The feelings are right there in their faces and their bodies.
- In your Bible verses, always be on the lookout for your own heart reactions to feelings both positive and negative.
- Go through your verses and write down one or two feelings for each phrase.
- Put the feeling in your voice, face, and body.
- Your movement might change a little or a lot once you've added the feeling.

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Shortcut 8: Learn in sections - three verses at a time.

- Say the last part of the previous verse to connect it with the verse you are learning next.
- Decide on an anchor (summary) word for each verse and say them before you practise the section through. "The bullies", "when the king", "in the evening".

Shortcut 9: Walk

Do NOT learn by heart while standing still. If unable to walk, move some part of your body.

Shortcut 10: Out loud

Always learn out loud.

Shortcut 11: Give to others

Having Jesus' Words inside you is very special. Giving them to other people blesses them too, and makes you doubly blessed! People will be amazed and want to know how to do it for themselves.

Shortcut 12: Review

Saying & doing the adventure EVERY DAY FOR 8 WEEKS gets it into your Long Term Memory.

REQUIREMENT 3: Demonstrate a clever way to 'warm up' your brain. (i.e. the 'Sparky' method).

When we move our arms and legs across the middle of our body (draw a line with your hand from your nose to your belly button) our brain electricity sends 'sparks' across to the other side. This makes our brain use both sides. It makes us more alert, ready to be clever and remember quickly. The Sparky Brain Warm Up puts our brain into top gear.

NB. Make sure all the movements cross the middle of your body.

Do the Sparky Brain Warm Up every time you start learning your Bible adventure by heart.

Use the following instructions as a guide. Allow 2 minutes.

Everybody on their feet with plenty of room to swing arms and legs!

1. WINDMILLS

- 5 right arm windmills **in front of you*** - go! 5 in the other direction - go!
- 5 left arm windmills in front of you - go! 5 in the other direction - go!

2. ARM CHOPS

- 5 swinging right arm chops **in front of*** your left leg - go!
- 5 swinging left arm chops in front of your right leg - go!

3. STIR THE POT

- For leg movements, hold onto the back of a chair if you need to.
- Right big toe, draw the biggest pot in front of your **left*** foot. Now stir it 5 times - go!
- Five in the opposite direction - go!
- Left big toe, draw the biggest pot in front of your right foot. Now stir it 5 times - go!
- Five in the opposite direction - go!

4. SOCCER KICKS

- Right foot, do the biggest soccer kick way over past your **left*** foot, five of them - go!
- Left foot, do the biggest soccer kick way over past your right foot, five of them - go!
- Right foot, do the biggest soccer kick way over behind your left foot, five of them - go!
- Left foot, do the biggest soccer kick way over behind your right foot, five of them - go!

5. SIAMESE TWINS

- Join up with someone else at the wrist or shoulder or little finger.
- Go walking together and find another set of twins to bump into gently, and say Thank You!
- Go walking and find another set to bump into gently, and say Thank You!
- Join twins into foursomes and bump another foursome, and say Thank You!
- Say goodbye to your twins.

6. SHAKE and JUMP

- Shake a leg, shake the other leg, shake what you sit on; jump up and down five times.
- Fantastic!

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REQUIREMENT 4: Using your skills and your understanding of how people commit to memory, explore one (1) of the following Scripture adventures:

a. Scripture Adventure: *God Ruins the Bullies' Evil Trick*

- i. Read aloud the story from Daniel 6: 1-23.
- ii. Using your own words, prepare a brief introduction to the main story. Please refer to Daniel 6:1-13.
- iii. Learn by heart the main part of story in Daniel 6:13-23.

Or;

b. Scripture Adventure: *The 'Ghost' on the Water*

- i. Read aloud the story from Matthew 14:13-33.
- ii. Using your own words, prepare a brief introduction to the main story. Please refer to Matthew 14:13-21.
- iii. Learn by heart the main part of story in Matthew 14:22-33.

For this honour we have given a choice of just two Bible adventures. If your leaders have not nominated one of them, feel free to choose one.

Note that each adventure has the same three parts:

- i. Read the story to get a grasp of the story.
- ii. Prepare an introduction so as to set the scene.
- iii. Learn by heart the key verses of scripture.

Bible Translation/s to use

Because of the diversity of our Pathfinder folk, we do not specify a specific translation of the Scriptures for application to this honour. The only stipulation is that it must be 'true' to God's word. Of course, Pathfinders must be able to understand and identify with it.

The translation used in these notes is the New Living Translation (NLT) second edition. Other translations can be accessed at <https://www.biblegateway.com/>

If English is your Pathfinders' second language, learning the adventure in their mother tongue would be great.

In the South Pacific Division, the World Changers Bible is the New Living Translation and the Pacific usually uses New King James Version (NKJV).

The North American Division's *Forever Faithful International Camporee* uses the new Pathfinder Bible which is the New King James Version (NKJV).

Hints for Preparing Scripture Adventure Pages

- Divide the adventure which is to be learned into manageable, logical sections.
- Start each verse, or phrase, on a new line to make it easy to see and remember.
- Use a size 12 font to make it easy to see and remember.
- If it takes two pages, use both sides of the page.

Hints for learning the Scripture Adventure

We will use the *God Ruins the Bullies' Evil Trick Adventure* as an example.

- Always pray together first!
- Continue to establish the honour as a doing experience by doing the fun warm up together. Stay standing while exploring the Bible adventure.
- Divide Pathfinders into groups of six or more. If you have twelve or less in the class, consider keeping all the creativity together in one group.
- Each group sets the story out in their corner. For example 'the bullies' hideout is there', 'the palace is there', 'Daniel's house is there', 'the lions' den is there'.
- Everyone in the group reads their first verse eight times out loud together, while walking, experimenting with what movement (or two) to use to explain that verse. It's even quicker if you listen to the verse from a person or video and copy that, instead of reading.

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- Then the group decides together which movements to keep for that verse. Please only offer help when needed; observe and encourage.
- Someone can be Daniel, the king, or the stone. Use your imagination. Everyone still tells the story with voice and movement while that person carries out their action.
- The group could decide to have parts of the adventure told by one person. However, each Pathfinder must still learn all the verses for their solo sharing.
- Move from 'place' to 'place' with the action. Point to the action. Or carry out a movement in unison which explains the action. The group might split into sections and have the sections interact with words and movements. Keep experimenting until something special happens – it always does! Stay prayerful!
- By now, everyone has definitely put their pages down. The group practises the verse, all together, at the same time, out loud, without their pages, at least eight times, until it's fun, rhythmical and full of action. Listen to each other; pause between phrases, start together.
- Doing just the movements without words shows where the weak parts are!
- Then go to the next verse similarly. Take 20 to 30 minutes to learn the three verses that make up one section of the adventure. There are four sections in each adventure.
- Decide on an anchor phrase for each verse – 'the bullies', 'when the king', 'in the evening'. Say these together at the beginning of the section.
- If you have four groups, they can simultaneously learn a different section each, and have the whole passage ready to tell, one group after the other, after the first half hour! Every half hour (preferably on a different day), they learn a different section, and come together to tell the adventure through.
- Each Pathfinder must be part of sharing the adventure twice; one telling must be solo.
- Doing Alive Bible together outdoors encourages creativity. It's great for camp weekends.
- If appropriate, show parents (or guardian etc) the why and how of the honour, so home can be central in helping learn the adventure and in integrating the spiritual value of Alive Bible into life in the home. See Appendix C Parents' Page.

Prepare an Introduction

Now that a Bible adventure has been chosen and the story has been read from the Scriptures, it's time to prepare the introduction. Teachers, it's well worthwhile giving a big-picture introduction to give your honour-participants an appreciation of where the adventure fits into history and why it is important to learn God's word. Feel free to use your own words.

The big-picture

Away back in time, the devil was one of God's angels who had a very important position in heaven but he was jealous of God and wanted to be God. There was war in heaven and the devil was cast out of heaven with his angel-followers to this earth. The devil wants all humans to be on his side. See Isaiah 14: 13, 14 and Revelation 12:7-9.

Jesus is the Leader of everyone who wants God's Light and forgiveness and love and power. But we are born into this world where the devil claims we all belong on his Dark Side. We don't have to stay under the devil's influence because Jesus has paid the ransom price. All we have to do is ask Jesus to ransom us and He takes us away from the devil's team. The Bible is full of reports of people who want to be on Jesus' side, how hard He works to get them there, and how big the war between Dark and God's Light really is. Learning the Bible adventures by heart makes us strong to stay true to Jesus.

Introduction to *God Ruins the Bullies' Evil Trick*

Daniel grew up in a family who were on Jesus' side. His country was meant to be on God's side too, but they started giving themselves to idols as well, so God had to follow through on His promise to take His protection away if they took their loyalty away. Daniel was captured by an enemy king. He chose to stay on Jesus' side no matter how hard it got. In this life-threatening adventure, the men on the Devils' team try to kill Daniel, and he has to decide if he is willing to die for praying in the open.

Introduction to *The 'Ghost' on the Water*

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Jesus' disciple friends have gone with Him to hide up in the mountains to have time to be sad about Jesus' God-sent cousin John the Baptist having been murdered by terrible King Herod. Many people want Jesus to heal them so their helpers searched the lakeside mountains to find Jesus. His heart moves with compassion for them and He works all day to give them a miracle each! As the crowds were hungry and there was no food available, Jesus met their physical needs by making a feast from a few small fish and loaves of bread. After this the crowd were keen for Jesus to become their king and fight off the cruel Romans. Jesus knows this wouldn't help them be His true Forever Friends, so

REQUIREMENT 5:

- a. As an Alive Bible, share your Scripture adventure at least twice. One sharing must be done by yourself. Include your introduction and 'Bring to life' the main part of the story. Hint: If you wish, be creative and use modern technology, such as video.**

There are two stipulations for presenting the Scripture adventure; just the honour participant by themselves, and by the honour participant accompanied by others. The 'others' can consist of just one person or any number of people. Trainers, please use your judgement as too large a group is ineffective. Also, it may be an advantage to do the group presentation before the solo effort.

As stated in the requirement, there's plenty of scope for the presentations. Think of the modern technology that is available. As a word of caution, before 'broadcasting to the world', assess the implications of privacy, photo-taking of children etc.

- b. Fill in your Alive Bible Sharing Log, which requires an 'adult' listener's signature.**
Please see the Alive Bible 1 Honour's Workbook.

REQUIREMENT 6: List three (3) possible effects of a young Christian learning God's Word by heart and becoming an Alive Bible.

Jesus' friends have noticed that when they have God's Words alive inside them they:

- Think about Jesus more often. Jesus becomes more important. They become more like Jesus!
- They are more certain of how much God loves them. They are a more confident Christian.
- They are a stronger follower of Jesus and see themselves as His fulltime disciple.
- They use God's Words inside them when making decisions. They rely on God's Words like Jesus did.
- They face the devil's temptations confidently, as Jesus did, with God's Words as awesome 'weapons of divine power to vanquish the enemy'! Vanquish means to totally win the battle.
- They share about Jesus more naturally with other people.
- They get thirsty for more of God's Words inside them to give them more of God's love and power.
- They have fun learning the exciting and dangerous adventures of people in the Bible.
- They follow their Bible heroes to grow a strong Christian character.

Your group may well think of other effects.

REQUIREMENT 7: Share some experiences of what doing this honour has meant to you:

- a. What was the hardest thing about doing this Honour? Please explain why?**
b. What part/s of the adventure talked to your heart the most? Please explain why.
c. How did this honour help you to become a 'Forever Friend' of Jesus?

Incorporate these questions into your group debrief. Make this honour a faith transmission experience! See Appendix C for those Pathfinders who know their parents would like to help.

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APPENDIX A (i)

Scripture Adventure: *God Ruins the Bullies' Evil Trick (Daniel 6:1-23)*

Source: New Living Translation (NLT) second edition

Introduction verses (tell in your own words) verses 1-12.

- ¹ Darius the Mede decided to divide the kingdom into 120 provinces, and he appointed a high officer to rule over each province.
- ² The king also chose Daniel and two others as administrators to supervise the high officers and protect the king's interests.
- ³ Daniel soon proved himself more capable than all the other administrators and high officers. Because of Daniel's great ability, the king made plans to place him over the entire empire.
- ⁴ Then the other administrators and high officers began searching for some fault in the way Daniel was handling government affairs, but they couldn't find anything to criticize or condemn. He was faithful, always responsible, and completely trustworthy.
- ⁵ So they concluded, "Our only chance of finding grounds for accusing Daniel will be in connection with the rules of his religion."
- ⁶ So the administrators and high officers went to the king and said, "Long live King Darius!
- ⁷ We are all in agreement—we administrators, officials, high officers, advisers, and governors—that the king should make a law that will be strictly enforced. Give orders that for the next thirty days any person who prays to anyone, divine or human—except to you, Your Majesty—will be thrown into the den of lions.
- ⁸ And now, Your Majesty, issue and sign this law so it cannot be changed, an official law of the Medes and Persians that cannot be revoked."
- ⁹ So King Darius signed the law.
- ¹⁰ But when Daniel learned that the law had been signed, he went home and knelt down as usual in his upstairs room, with its windows open toward Jerusalem. He prayed three times a day, just as he had always done, giving thanks to his God.
- ¹¹ Then the officials went together to Daniel's house and found him praying and asking for God's help.
- ¹² So they went straight to the king and reminded him about his law. "Did you not sign a law that for the next thirty days any person who prays to anyone, divine or human—except to you, Your Majesty—will be thrown into the den of lions?"
"Yes," the king replied, "that decision stands; it is an official law of the Medes and Persians that cannot be revoked."

Main Part to Learn by Heart(Daniel 6:13-23)

DISGUSTING BULLIES

- ¹³ The *bullies* told the king, "That man Daniel, one of the captives from Judah, is ignoring you and your law. He still prays to his God three times a day."
- ¹⁴ Hearing this, the king was deeply troubled, and he tried to think of a way to save Daniel. He spent the rest of the day looking for a way to get Daniel out of this predicament.
- ¹⁵ In the evening the *bullies* went together to the king and said, "Your Majesty, you know that according to the law of the Medes and the Persians, no law that the king signs can be changed."

SAD KING

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¹⁶ So at last the king gave orders for Daniel to be arrested and thrown into the den of lions. The king said to him, "May your God, whom you serve so faithfully, rescue you."

¹⁷ A stone was brought and placed over the mouth of the den. The king sealed the stone with his own royal seal and the seals of his nobles, so that no one could rescue Daniel.

ANGUISHED KING

¹⁸ Then the king returned to his palace and spent the night fasting. He refused his usual entertainment and couldn't sleep at all that night.

¹⁹ Very early the next morning, the king got up and hurried out to the lions' den.

²⁰ When he got there, he called out in anguish, "Daniel, servant of the living God! Was your God, whom you serve so faithfully, able to rescue you from the lions?"

VINDICATED DANIEL

²¹ Daniel answered, "Long live the king!"

²² My God sent his angel to shut the lions' mouths so that they would not hurt me, for I have been found innocent in his sight. And I have not wronged you, Your Majesty."

²³ The king was overjoyed and ordered that Daniel be lifted from the den. Not a scratch was found on him, for he had trusted in his God.

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APPENDIX A (ii)

Scripture Adventure: *The 'Ghost' on the Water* (Matthew 14:13-33) NLT

Introduction verses (tell in your own words) verses 13-21.

¹³ As soon as Jesus heard the news, he left in a boat to a remote area to be alone. But the crowds heard where he was headed and followed on foot from many towns.

¹⁴ Jesus saw the huge crowd as he stepped from the boat, and he had compassion on them and healed their sick.

¹⁵ That evening the disciples came to him and said, "This is a remote place, and it's already getting late. Send the crowds away so they can go to the villages and buy food for themselves."

¹⁶ But Jesus said, "That isn't necessary—you feed them."

¹⁷ "But we have only five loaves of bread and two fish!" they answered.

¹⁸ "Bring them here," he said.

¹⁹ Then he told the people to sit down on the grass. Jesus took the five loaves and two fish, looked up toward heaven, and blessed them. Then, breaking the loaves into pieces, he gave the bread to the disciples, who distributed it to the people.

²⁰ They all ate as much as they wanted, and afterward, the disciples picked up twelve baskets of leftovers.

²¹ About 5,000 men were fed that day, in addition to all the women and children!

Main Part to Learn by Heart (verses 22-33).

FIGHTING WAVES

²² Immediately after this, Jesus insisted that his disciples get back into the boat and cross to the other side of the lake, while he sent the people home.

²³ After sending them home, he went up into the hills by himself to pray. Night fell while he was there alone.

²⁴ Meanwhile, the disciples were in trouble far away from land, for a strong wind had risen, and they were fighting heavy waves.

TAKE COURAGE

²⁵ About three o'clock in the morning Jesus came toward them, walking on the water.

²⁶ When the disciples saw him walking on the water, they were terrified. In their fear, they cried out, "It's a ghost!"

²⁷ But Jesus spoke to them at once, "Don't be afraid. Take courage. I am here!"

WALK & SINK

²⁸ Then Peter called to him, "Lord, if it's really you, tell me to come to you, walking on the water."

²⁹ Jesus said, "Yes, come." So Peter went over the side of the boat and walked on the water toward Jesus.

³⁰ But when he saw the strong wind and the waves, he was terrified and began to sink. "Save me, Lord!"

WORSHIP

³¹ Jesus immediately reached out and grabbed him. "You have so little faith. Why did you doubt me?"

³² When they climbed back into the boat, the wind stopped.

³³ Then the disciples worshiped him, "You really are the Son of God!"

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APPENDIX B: MUSCLE MEMORY

Kinaesthetic memory for exploring & remembering Scripture

Kinesthetic memory [kin'esthet'ik]. The recollection of movement, weight, resistance, and position of the body or body parts. Mosby's Medical Dictionary, 8th edition. © 2009, Elsevier. English & Australian spelling kinaesthetic.

Did you learn to ride a bicycle when you were six years old? How many skinned knees did you get? Now if you don't ride a bicycle for years, you can still get on and ride without skinning your knees. Your kinaesthetic memory brings back the information you need. Your kinaesthetic memory will also bring back a passage of Scripture you have created a series of movements for, matching a movement to each phrase.

Kinaesthetic memory lasts longer than visual and auditory memory. We all naturally use the three types of memory, but tend to use one more strongly than the others. A person's personal learning style will match when exploring, learning and remembering. If you tend to 'speak with your hands' and 'learn by doing', you have a well-developed kinaesthetic ability.

Kinaesthetic memory is particularly useful when remembering a sequence. You can learn whole passages of Scripture accurately by having a movement, be it ever so fine, to explain, tell and remember each phrase. By combining visual, auditory and kinaesthetic ways of exploring and remembering, our connection with, and recollection of, Scripture is exponentially enhanced.

VISUAL.

SEE the words clearly.

Place the people and ideas clearly in the space around you.

SEE the picture of the action moving through the space you have defined.

AUDITORY.

HEAR the Scripture words spoken out loud.

HEAR the intentions, the meanings and the emotions with your voice.

KINAESTHETIC.

MOVE the passage through the space around you.

MOVE each phrase, even if it is the slightest explanation.

Decide on the movement you want for each phrase. Repeat 8 times.

Record.

Because your body moves to get to your description of the following phrase, it creates a fluid memory which ties together and strengthens your visual and auditory memories.

Get set for a powerful memory combination! And the final memory test: You've consolidated learning a passage when you can do the movement sequence silently from the last movement backwards to the first! Then do the passage once a day for eight weeks and it will be stored in your long term memory.

Please explain movement memory to your Pathfinders in simple terms appropriate for their age.

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APPENDIX C: PARENTS' PAGE

The Alive Bible 1 honour has been designed for those families who have a passion to make worship times really special.

Learning Scripture using movement memory is a fun and interactive way to explore Jesus' Word and the stories He puts there to show us all His heart and His real salvation.

Alive Bible is a powerful tool for faith transmission. Faith transmission is whatever we do to pass on real live saving faith. Family is *the most* important place where faith transmission happens. When you as parents live and enjoy adoring Jesus and His claim on your lives, then your children breathe that into their souls. Your children then feel at home in Jesus' kingdom; they belong there and it's hard for them to leave!

Faith transmission requires that your own experience with Jesus is live and real, energetic and transforming. It calls you to spend time talking with your children about Jesus and His kingdom all during the day, in a natural way, whenever the chance comes up. It calls for you to put aside precious daily time dedicated totally to talking and singing, playing and praying together.

Please consider praying over your children and asking Jesus how He wants to bless you in deepening your family's faith transmission. We hope it will include your doing Alive Bible together!

You can use Alive Bible to explore Bible adventures, and to put movements to verses which are not part of narrative passages, so they are easily learned by heart.

The Alive Bible honour is highly challenging; learning eleven or twelve verses word for word is hard! Please read your Pathfinder's workbook and encourage them to set out their adventure at home, and learn the verses. Your whole family could earn the Alive Bible honour together!

Other Pathfinders have said of the Alive Bible honour –

- You can just SEE it!
- It put me in Jesus' shoes.
- Alive Bible makes the Bible more appealing by having it come to life.
- I was re-living Jesus' steps and being in the same position as Him.
- It talked to my heart when Jesus said Peter had so little faith in Him.
- It's the Bible stories being alive in you.
- I've been a part of the Bible story, so now it's a part of me.

Alive Bible is here to serve your family. God bless you as you draw your children's hearts into His kingdom!

Hear, O Israel: The LORD our God, the LORD is one! You shall love the LORD your God with all your heart, with all your soul, and with all your strength. And these words which I command you today shall be in your heart. You shall teach them diligently to your children, and shall talk of them when you sit in your house, when you walk by the way, when you lie down, and when you rise up. Deut 6:4-7. NKJV.