

# Prep For Broadcast

## Weekly Opening Activity

### Lesson 1 - I Will Show That Jesus Is Number One In My Life!

#### PURPOSE:

This opening activity will introduce the children to the theme of the series and prepare them to learn the Main Point.

#### DESCRIPTION:

In this activity, the children will play games related to the TV broadcast theme.

#### MATERIALS NEEDED:

For this activity, you will need this Help Sheet and the supplies for the game you choose to play.

For **Test Pattern**, you will need the "Color Bar Patterns" from the Lesson Materials Folder and a large amount of paper matching the colors in the pattern.

For **Running Cables**, each team will need a large ball of yarn or string.

For **Steady Cam**, each team will need a cup or toilet paper tube and a shoe box or tissue box.

For **Sound Check**, you will need a computer and tracks 5 - 12 from the Lesson 1 "GN\_ALL\_Prep\_For\_Broadcast\_Tracks" folder.

#### TO INTRODUCE THE ACTIVITY SAY:

1. Welcome to the set of Good News, the best news show in the world that uses kids for its production crew!
2. We've got a lot of work to do to prep for broadcast, so I need you all to be sharp and pay attention.
3. Let's get ready for broadcast, people!

**For detailed instructions on how to lead the activity, watch the Training Video.**

*Note: Play one or more of these games, as you choose.*

**To Play Test Pattern:** Arrange the children into seven groups to match the seven columns that will be on each test pattern. Distribute the colored paper to the children at random.

#### DURING THE ACTIVITY SAY:

1. Before we broadcast, we need to test the color in the cameras.
2. To help us do that, I need you to make a color pattern that matches the one I hold up.
3. You won't be able to move, but you must pass the colored paper to the correct location to match where that color is on the pattern.
4. For example, if the pattern I hold up has the color blue on the first column on your right, everyone holding a blue piece of paper needs to pass it to someone sitting in the first column on your right.
5. At the same time all the other colored paper needs to be moving to the correct column as well.
6. Let's see how quickly you can help us test the color in the cameras!

CONTINUED ON PAGE 2

**To Play Running Cables:** Arrange the children into two teams. Have the children stand close to one another, but not touching.

### DURING THE ACTIVITY SAY:

1. Before we broadcast, we need to unroll these cables.
2. To do that, you will toss the cable back and forth across the group until it is completely unrolled.
3. I need all of you to help with this, so each of you must touch the cable and hold on to a section of it.
4. The first team to get all the cable unrolled with every person on the team holding on to a part of it, is the winner!

**To Play Steady Cam:** Make the camera as basic or elaborate as you wish. Use a toilet paper tube or a paper or plastic cup as the handle of the camera. Use a lightweight box, such as a shoebox or tissue box, as the body of the camera. The body of the camera needs to be balanced on the handle without tape or glue. Arrange the children into two teams. Have the children stand close to one another, but not touching. Choose one or more reporters for each team and assign numbers to each one.

### DURING THE ACTIVITY SAY:

1. Before we broadcast, we need to practice holding a camera steady.
2. Each team has a reporter for your group.
3. I will shout out where the reporter needs to go. You will be the camera operators, and you will have to pass your camera to the person closest to the reporter as quickly as possible without damaging the camera.
4. You will hold and pass the camera by the handle. If the body of the camera falls off of the handle, you have to return to the previous location and repair the camera before continuing.
5. The first team to get to the location gets the story and wins!

**To Play Sound Check:** Set up your computer with the audio tracks from the Lesson 1 "GN\_ALL\_Prep\_For\_Broadcast\_Tracks" folder. There are eight tracks to use in this game. You can choose to use one each week, or divide them up across two or more weeks as you see fit. You can also extend the activity by adding additional sound effects if you choose. Sound Check Key: Track 5 - a train. Track 6 - a tree falling. Track 7 - a squeaky door. Track 8 - a lawnmower. Track 9 - rain and thunder. Track 10 - a lion. Track 11 - an electric guitar. Track 12 - ocean waves.

### DURING THE ACTIVITY SAY:

1. Before we broadcast we need to do a sound check. We need to check how well you can identify sounds.
2. I will play a recording that has been sent in by one of our on-scene reporters, and you will try to guess what sound it is.

### AFTER THE ACTIVITY SAY:

1. You all did a great job getting us prepped for broadcast.
2. Now it is almost time for the show to start, and we are ready.

### CLOSING STATEMENT:

Let's get in place, everyone. We're about to hear the opening message from our sponsor, and then go live on the air!

Return to Large Group Script to continue service.