

Sunday Software

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Sunday Software's

General Teaching Tips for the Interactive Kids Bible CDs

~ Life of Moses, David, Jesus, Paul, Noah, Daniel, Birth of Jesus, Ruth/Samson/Jonah ~

Version Note: Sunday Software brought Noah, David, Daniel and Paul back in print during the summer of 2008. If you have various titles in this series bought over time, you will notice that the labels have changed. There was only ONE version of the series ever made. They just changed the label and the installer a few years back. In 2008 we added some teaching files to the CDs before we reprinted them. Those CDs say "Presented by Sunday Software" on them.

All 8 CDs in this series are designed with the same interface and type of content. Thus, this General set of Teaching Tips applies to each in the series. We also have free individual outlines to each CD which are very handy for lesson planning. Go to www.sundaysoftware.com/tips to see the individual links to each CD's materials. For PDF outline of the four CDs in this series which are STILL in PRINT, go to www.sundaysoftware.com/lifeof

Important Technical Notes:

Prior to teaching with any of the CDs in this series, make sure the videos in the Bible Time Theater are working. **If the theater curtain in that section just opens and closes you need to install the Quicktime 2.x program which is on the CD.** Explore the CD's files and double click the qt32.exe file. This series of CDs requires version 2.x. You can have multiple versions of Quicktime on your computer (and will need too!) so don't worry.

If you have a newer computer with 1 gigabyte of ram or more, you may get a **"virtual memory" error message** when attempting to run the program. Go to www.sundaysoftware.com/support and look up the tech note on how to work around this. OR...look on the CD. If you have a newer duplication of the CDs, we put a "readme file" on it about this error.

Screen Size: The Interactive Series CDs display at 640x480 on your screen. Set your Display settings (if you can go that low) to 640x480 or 800x600 on newer computers in order to see the program fill more of the screen.

Starting up the CD: Some versions of the CDs in this series will self-start in Windows when you put them in your CD drive. Some versions will install a STARTUP shortcut on your desktop or in your Programs group.

Age Range Note: If you have the original Tyndale or EPC version of the CD, the age range erroneously says "ages 3-8." Ignore that. These CDs are for K through 5th, *not* 3-8

Strategies for Classroom Use

"Software without a lesson plan is like a dive into the Lion's Den." --Dan

If you have a small group, modest expectations, and a good "hangten" teacher, you could just boot up any CD in this series and run with whatever happens. This is what the kids will want to do and that may be a fine approach IF there is a teacher present who has previewed the CD and is good at asking questions off the cuff and on the fly. Without some teacher guidance, however, experience indicates that the kids will "blow through" these programs --happily clicking and not absorbing much at all.



You can avoid *blowing through a CD* by creating a lesson plan and worksheet that guides the class through the CD. They'll enjoy the program just as much when you slow them down, AND they'll learn more. I use worksheets even when as the teacher I'm right there with them. Writing helps them remember and reflect.

Be aware that each CD in this series will cover *certain* stories better than others from the Bible hero's life. Preview the software with the outline in hand. Life of Paul does contain twenty chapters from the Book of Acts, but it doesn't provide fun multimedia for every single story. Life of Moses has almost nothing by way of multimedia on the Ten Commandments (though it does have two good study notes on that subject). I've provided individual outlines for each CD at my website showing you what each CD in the series covers, and doesn't cover. See the links at the top of this document for the outlines.

Special Note about the Discover the Bible Section:

Don't overlook the Kids Application Study Notes which can be viewed when you click the Bible icon in the Discover the Bible section. Some of the notes are great discussion starters. They are what you want the class to end up wrestling with after they've uncovered the story through the multimedia on the CD. Each note is listed in the individual outlines for each CD.

A Typical Lesson Path through a CD in this Series

1. View and discuss the Main/Animated Story presentation
2. View an animated Bible video clip
3. Find the story in the Discover the Bible section, read/hear it again
4. Look up and discuss one of the Kids Application Study Notes
5. Stop off in the Hall of Fame or Quiz Game Show
6. Finish by working on a memory verse

TIP: It is a good idea to create a worksheet with questions that guide students through the parts of the CD you want them to explore. It is an even better idea to go through the content WITH them as a "guide by the side."

1. The Main animated-interactive story in each CD is a good place to start student exploration, especially for young readers. The Discover the Bible section can be used to zero in on specific scriptures or as a substitute for using the main animated story. The translation in Bible Discovery is the New Living translation. After hearing it, you may desire to have your older students compare it to the translation your church uses. If sound is a problem in your lab, don't have the kids click on 'the read aloud worm.'

2. The Bible Time Theater clips are short. I often create one question to answer related to the clip they are to view. Sometimes we do the videoclip right after the Main animated story presentation, but other times we watch the clip after the Discover the Bible section.

3. The Discover the Bible section is where you'll find many useful and *lesson inspiring* Kids Application Bible study notes.

The scripture hear reads aloud when you click the traffic light. In my lesson plan, we go and hear a certain section of scripture while look at a picture (if there is one for that section) and then go into the Kids Application Study Note associated with that passage -by clicking on the Bible icon.

When the **Bible icon** appears on the right side of the bottom tool bar, it means there's a new study note to open up related to the text seen onscreen. I doubt you'll want to explore them all, --that's why we've outlined them for you and highlighted which ones might be of particular interest. **Many of the study notes are worth spending quite a bit of lesson time on and could spark an entire lesson plan after you preview them.**

PREVIEW where the pictures and application notes are before your class begins! Make note of their location. I often have my kids try and find the Bible verse on their own. Then we'll listen to a specific verse or two, discuss it, then go read

a specific Kids Application Study Note. Rather than exactly prescribe the location they should go to, I'll tell them to "look for a study note about..." and then let them go find it.

Non-readers and early readers still like to "hunt" for the correct verses and study notes. I sit with them, tell them what we're looking for, then read what they pop-up and let them decide if that's the correct one. They enjoy this approach because it feels like a "hunt."

The screenshot on the right shows what the various interactive elements do in the Discover the Bible page. **Needless to say, teachers should become familiar with a program's operation.**

As students get used to the CDs in this series, they'll get more out of them. For example, I can say to my kids, "Find the passage we're studying in the Discover the Bible area, and also find the *Heroes & Villains* study note that goes with our passage." To them, it's like a hunt, and they get right to it. They also know they can pop-up the picture while listening to the narration (by clicking the camera icon).



4. The Bible Quiz Show helps your students review what they learned from the CD. This is a very important step in the education process. The Quiz Show has questions about the entire CD's content but even when your students haven't quite explored all the CD's content, the Quiz Show will stimulate review and discussion. A question they don't know the answer to is an opportunity for teaching! Whether competing as teams or individuals, a useful strategy is to have each team explain the answer they are selecting before selecting it in the game. On many occasions I have let my class finish with the Bible Quiz Show, even though they haven't studied everything on the CD. They enjoy trying to answer, and it is the perfect opportunity for me to fill-in a few more details about the hero's life.

The Hall of Fame section is a good place to learn a little more background about one of the characters in the story. If you're using the Hall of Fame section, come up with a question for the students to answer after they've heard the selected narration in the Hall of Fame.

5. The Bible Memory Verse Game found in the Fun & Games section may not seem appropriate to you at first considering the memory verse isn't in your translation of choice. However, given that the student most likely will only retain the subject of the memory verse rather than the exact wording, the memory verse game is highly usable. The verses help bring their exploration of content into focus. Copy completed verses onto a wall chart for long-term remembrance. These verses may not be in the translation you prefer your kids memorize it in. If so, use Cal & Marty's Scripture Memory Game software (found at our website) and have the kids edit in the verse into that program's game screen using your church's preferred translation.

TIP: Use Sunday Software's ["Let's Talk" CD](#) to create additional presentation content, quiz questions and interactive discussion questions for the story you are studying in the Kids Interactive CD. Say for example you are studying the travels of Paul and are only using a little bit from the Life of Paul CD. Create a Let's Talk presentation (that speaks to the students via their computer) that follows up on what they read/saw in Life of Paul.

Some material in the Kids Interactive Bible CDs can be combined with similar material or content from other CDs. For example, in Life of Paul you can have your kids view the video and read-aloud sections that deal with his shipwreck. Then students can pop in a copy of Life of Christ (from Discovery Interactive) and study the maps of Paul's journeys (located on Professor Newheart's book shelf in the CD). Life of Jesus' Feeding of the 5000 story can also be found in Life of Christ CD.

More Tips and Suggestions...

Kids will be inclined to buzz past the Discover the Bible section and get to the Fun & Games section. A **"guide by the side" teacher** will slow them down, point things out, ask follow up questions, and make the most out of your purchase.. In general with CDs in this series, plan on about 20-25 minutes of actual CD use per class period. Up to about three weeks is the limit for using the CD with the same group of kids. A lot depends on how much time you want to spend reading in the Discover the Bible section and discussing different Kids Application Study Notes.

Design a worksheet to keep kids on track through the program. Having a teacher or teenager sitting between two computers keeping track will also be a terrific help. Create a set of questions you want the students to explore and find answers to in the program. Discussion time can take place before, as the students are exploring and/or after they're done. I often LIST ON THE BOARD the path we're going to take through the program, and what points/questions we'll want to dwell on there.

Using CDs in this series in conjunction with other CDs.... If you are studying the Paul CD you will also find Paul maps in The Life of Christ CD. Use Let's Talk CD to create additional study material when your Kids Interactive CD doesn't have enough.

STRETCHING this CD to younger children... Pre/Early Readers will need help navigating the CDs in this series, but they'll enjoy most of the content, as long as they have someone there to help them read. Even the Kids Application Study Notes are usable when a teacher reads them to their students.

The age range on this series can vary between age 5 and 12 depending on your local situation. Some older children (ages 11 and 12) will think this series is a bit young for them and may balk at using it. To get around this, have them "learn the program" and develop some of their own teaching ideas and talking points. Then, invite in a group of Kindergartners to be helped by the older kids at the end of classtime. It works wonders. With the exception of the Memory Verse game, the other games in the Fun & Games section are a little "young" for your older students.

How many copies of this program will you need? It's illegal to make copies of any of these CDs, or try and install one CD onto several different computers! You need one CD per computer that you want turned on.

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