

ABC ADVENTURE

In Town Training

TEACHER AND CHILD (2 hours)

We look into the Biblical purpose for Christian teaching; what the characteristics of a good teacher is; the developmental stages of children and the needs of children.

DISCIPLINE (2 hours)

We gain insight from an interview with Danny Silk on the foundational principles of Christian discipline and look into the difference between punishment and discipline.

PRESCHOOL DAILY PROGRAM (6 hours)

We give a general overview to what is needed in a daily program and how to execute it, in order to prepare the learners for Grade 1.

TUTOR TRAINING (3-6 hours)

The students will learn how to develop the learners' perception skills needed for reading and spelling. They will also be introduced to the 6 steps of teaching a learner to read. In Mathematics the students will acquire the knowledge and skills to lay the mathematical foundation for the learners.

EMOTIONAL INTELLIGENCE (2 hours)

The students will learn how to make the learners aware of emotions and how to express emotions in a positive way.

INTRODUCTION TO COUNSELLING (2 hours)

The students will be introduced to the basic skills needed in Counselling and Play therapy.

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R350

R100

ORGANISING A CAMP OR AN OUTING (2 hours)

We inspire the students with a vision of what the value of camps and outings are in the lives of learners. The students will be provided with a checklist in order to help them with the planning of a camp or an outing. This will assist them to understand the role of all the documentation, material, equipment and processes that need to be in place for running a successful and safe camp or outing.

CHILD EVANGELISM (8 hours)

We train the students to run a Bible Club or Sunday School class. The students will learn how to teach a Bible Verse; a Christian Song; a Bible lesson, a Review Game and how to use the Wordless Book to lead a child to Christ.

MENTORING - BE WITH FACTOR (2 hours)

We motivate students to choose young people to spend time with in order to Disciple. We also give some key tools how to disciple young people.

COMMUNITY PROGRAMME DESIGN (6 hours)

The students will discover what kind of Community Programme they would like to Design. We will go through the Problem Tree and Solution Tree processes, before making a programme plan.

ACTIVISM/ ADVOCACY (2 hours)

The students will be introduced to the subject of Advocacy and Activism. They will gain an understanding of what is meant by an Advocacy campaign and what kind of activities comprises Activism.

WORK MATTERS (6 hours)

The students will look into the Biblical foundation of work. This module will inspire the students to work with integrity.

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