

# ABC ADVENTURE

## Out of 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.

R100

R100

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.

R150

R100