DEFENDERS/PROTECTORS OPERATING PROCEDURES







1 TIMOTHY 6:11-12

But thou, O man of God, flee these things; and follow after righteousness, godliness, faith, love, patience, meekness.

Fight the good fight of faith, lay hold on eternal life, whereunto thou art also called, and hast professed a good profession before many witnesses.



Motto

Learning to love and live the Bible

Pledge

I pledge allegiance to the FrontLine flag, and to the FrontLine Clubs, whose goal is to train me to love and live the Bible. I will trust God, obey His Word, and be a faithful soldier in the battle for truth.

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FrontLine for the King

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ELEMENTS

Five elements make up the FrontLine Club meeting.

| 1. | DE-BRIEFING TIME Review of Journal activities and memory passage from the previous week; Keepers/Sentinels and Defenders/Protectors: <i>Look-Again</i> reviews the concept from the previous week's lesson. |
|----|---|
| 2. | CHALLENGE TIME Pledges and songs, activity and Charge (Bible lesson), and introduction to the new memory passage |
| 3. | BOOT CAMP A game using a physical visualization of the spiritual lesson taught in the Charge |
| 4. | KRAFT PATROL (Scouts and Marchers only) A take-home craft that is another physical visualization of the spiritual lesson taught in the Challenge |
| 5. | SERVICE CORPS (Standard and Armor Bearers only) One group of Standard and Armor Bearers helps Scouts and Marchers make their crafts. The other group works to prepare the crafts for the following week. |

The chart on the following page shows how the club meeting time is divided for each club and what activities are carried out during the club meeting. You may adjust the time allowances to fill the time you have available for your club meeting. However, please resist the temptation to skip any of the activities (<u>especially</u> the game or craft). All elements of the club meeting are designed to work together to teach the weekly theme in the most interesting and memorable way.

TIMETABLE

| | SCOUTS | MARCHERS | KEEPERS SENTINELS | DEFENDERS PROTECTORS | S & A BEARERS | |
|-------------------|--|--|---|---|---|---|
| 7:00 | | | | | | |
| 7.05 | DE-BRIEFING (Small Groups) | DE-BRIEFING (Small Groups) | DE-BRIEFING (Small Groups) | DE-BRIEFING (Small Groups) | DE-BRIEFING (Small Groups) | |
| 7:05 | Welcome | Welcome | Welcome | Welcome | Welcome | |
| 7:10 | Check Journal | Check Journal | Check Journal | Check Journal | Check Journal | |
| 1.10 | Bible Memory | Bible Memory | Bible Memory | Bible Memory | Bible Memory | |
| 7:15 | | | Look Again Review of last week's lesson | Look Again Review of last week's lesson | Bible study tip | |
| 7:20 | CHALLENGE (Whole Club) | CHALLENGE (Whole Club) | | | | |
| 7:25 | Warm-Up Warm-Up Pledges and songs | | | | CHALLENGE (Whole Club) | |
| 7:30 | Charge Activity and Bible lesson | Charge Activity and Bible lesson | CHALLENGE | CHALLENGE | Warm-Up Pledges and songs | |
| 7:35 | Introduction to new memory passage | Introduction to new memory passage | new memory | (Whole Club) Warm-Up Pledges and songs | (Whole Club) Warm-Up Pledges and songs | Charge Activity and Bible lesson Introduction to |
| 7:40 | | | | Charge Activity and Bible lesson | new memory passage | |
| 7:45 | BOOT CAMP (Whole Club) | BOOT CAMP (Whole Club) | Introduction to new memory passage | Introduction to new memory passage | | |
| 7:50 | Game | Game Game | | | SERVICE CORPS (Two Groups) | |
| 7:55 | Application | Application | | | Group One: Kraft Patrol | |
| 8:00 | | | | | preparation with Leadership Tip Group Two: | |
| 8:05 | KRAFT PATROL (Small Groups) | KRAFT PATROL (Small Groups) | BOOT CAMP (Together) | BOOT CAMP (Together) | Kraft Patrol helpers in Scouts' and Marchers' rooms | |
| 8:10 | Kraft Konnection (Application) Make craft Kraft Konnection (Application) | Game | Game Application | | | |
| 8:15 | Clean up | Make craft Clean up | Game | Game | | |
| READY FOR PARENTS | | | | | | |

DEFENDERS/PROTECTORS: GETTING STARTED



DE-BRIEFING (Small Groups)

Set up the room to facilitate having each group officer meet with the four or five clubbers in his group. Arrange tables and chairs the same way each week, and position each officer in the same spot so the clubbers know exactly where to go when they arrive.

Welcome and Memory Check

Greet each clubber by name and carry out a personal conversation. Clubbers will find that being on time (or early) is worthwhile because they get "first dibs" on their group officer. Begin listening to memory passages. Encourage clubbers who are waiting for their turn to quietly practice with each other.

Journal Discussion and Check

Talk about the weekly Journal pages: what was easy or hard, what was interesting. Look at the work done by the clubbers and note the parent signatures and dates. Praise clubbers whose work demonstrates a serious time with the Lord. Fill out the Duty Checklist in each clubber's Journal.

Look Again

Use the brief object lesson or discussion questions to review the previous week's theme. Repetition will help clubbers (and leaders) retain the truths they have learned.



CHALLENGE TIME (Whole Club)

Rearrange the room for the challenge time.

Warm-Up

Do what you can to make this an exciting time of enthusiastic singing, pledges, cheers, etc. Don't overlook the "Hymn for the Heart," which will help clubbers learn classic hymns of the Faith.

Charge

As you prepare, remember that THIS IS A CLUB. The activity is important! It might be messy, it will take preparation; but it is the chief thing that children will remember. It lays the groundwork for thinking and understanding during the presentation of the Scripture. THIS IS NOT A "CLASS." You may decide to add flannelgraph or pictures of some kind, but your own face, voice, and eager understanding of the passage are what matter most. Make it lively; make clubbers know it is important to YOU!

Memory Work

Introduce the memory passage. Explain the meanings of the words you think your clubbers may not understand. Prepare interesting ways to begin the memory process so that it will not be all "homework." See Bible Memory Aids in Appendix 2.



BOOT CAMP (Whole Club)

Games

Plan ahead of time what is the best way to set up your room for the game. Have the equipment on hand before the club meeting begins. Involve all the clubbers and all the officers. Participate, laugh, and make sure each clubber gets involved.

CAMPAIGN FOR TRUTH: BOOK ONE

| WEEK | | THEME AND MEMORY PASSAGE | SCOUTS | MARCHERS | KEEPERS AND SENTINELS | DEFENDERS AND PROTECTORS | STANDARD AND ARMOR BEARERS |
|-----------------------------|----|--|--------------------------------|---|---|--|--|
| CTION | 1 | Enlistment | What Is a Scout? | What Is a Marcher? | What Is a Keeper and Sentinel? | What Is a Defender and Protector? | What Is a Standard and Armor Bearer? |
| INTRODUCTION | | Club Verses | Psalm 63:1a | Psalm 119:105 | 1 Cor. 16:13 | 1 Tim. 6:11-12 | 1 Tim. 4:10-12 |
| | 2 | Spiritual Warfare Ephesians 6:10-18 | How Do I Become Strong? | Who Is My Enemy? | How Can I Win My Battles? | What Do I Need for the Battle? | Is All My Armor Ready? |
| | 3 | God Is Holy | He Never Sins | Honor Him | Desire to Be Like Him | Put No Other God Before Him | Fear Him |
| SALVATION GOD OUR COMMANDER | 4 | 1 Peter 1:13-17 God Knows Everything Psalm 139:1-6 | God Knows Where I Am | God Knows What I Think and Do | God Knows What I Need | God Knows My Future | God Knows More Than I Do |
| | 5 | God Is Everywhere Psalm 139:7-12 | God Is Always Close to Me | God Is with Me When Hard Times Come | God Is with Me When I Follow Him | God Is with Me in Trouble | God Is with Me Every Step of the Way |
| | 6 | God Is Eternal Psalm 90:1-6 | God Has No Beginning or End | What Does Eternal Mean? | God Will Never Die | Jesus Is the Eternal God | The Eternal God Rules over Time |
| | 7 | God Is All-Powerful Psalm 66:3b-9 | God Has Power over Nature | God Has Power over Men | God Has Power over False "Gods" | God Has Power over Government | God Has Power over the Grave |
| | 8 | God Is Love 1 John 4:7-12 | Jesus Loves Me | God Is My Loving Shepherd | How Much Does God Love Me? | God's Love Compels Me to Serve Others | Jesus, My Loving Savior |
| | 9 | The Problem of Sin Romans 5:8-12 | I Am Sinner | The Cost of My Sin | How Bad Is My Sin? | God Sees My Sinful Heart | The Sorrow of My Sin |
| | 10 | The Payment for Sin | Jesus Forgives | Jesus Paid for My Sin | God Saves Sinners | God Redeemed My Sinful Heart | The Security of My Salvation |
| OUR PREPARATION | 11 | A Pure Soldier Lives with a Clear Conscience 1 John 1:5b-9 | Confessing My Sin | Turning Away from My Sin | Bitterness: the Enemy of Purity | Restitution: Making Wrong Things Right | Willing to Forgive |
| | 12 | A Good Soldier Learns and Grows | God's Words Helps Me Grow | God's Word Shows Me How to Pray | Hiding God's Word in My Heart | Studying the Bible | Walking with God |
| | 13 | Psalm 1 A Loyal Soldier Gives Glory to His Leader | Putting Jesus First | God Is Glorified by Being Most | God's Providence Brings Him Glory | All Glory Belongs to God | Giving God Glory in a Wicked World |
| | | 1 Cor. 10:31-33 1 Cor. 6:19-20 | | Important | | | |
| | 14 | A Good Soldier Follows His Leader John 16:7-8, 13-14 | Living Where God Chooses | Living by God's Word | Helping the People God Sends My Way | Going Where God Calls | Following God Together |
| | 15 | An Honest Soldier Is Transparent Psalm 139:23-24 Luke 6:43-46 | l Can't Hide from God | Jesus Knows My Thoughts | Looking Good or Being Good? | Hypocrisy: Pretending to Be Holy | Hearts Revealed |

CAMPAIGN FOR TRUTH

DEFENDERS/PROTECTORS WEEKLY LESSONS

FRONTLINE CLUBS

Week 1 Memory Passage

| SCOUTS | Psalm 63:1 | 1a O God, thou art my God; |
|--------------------------|---|--|
| 3–4 Year Olds | early—at dawn (with the implication of earnestness) | early will I seek thee. |
| MARCHERS | Psalm 119:105 | 105 Thy word is a lamp unto my feet, |
| K5–1st Grade | light—illumination | and a light unto my path. |
| KEEPERS | 1 Corinthians 16:13 | 13 Watch ye, stand fast in the faith, |
| SENTINELS | watch—stay alert; be awake | quit you like men, be strong. |
| 2nd–3rd Grade | stand fast—to be stationary; persevere | |
| | quit you like men—act manly | |
| DEFENDERS | 1 Timothy 6:11-12 | 11 But thou, O man of God, flee these things; and |
| PROTECTORS | flee—to run away; escape | follow after righteousness, godliness, faith, love, patience, meekness. |
| 4th–5th Grade | follow—pursue | Fight the good fight of faith, lay hold on eternal |
| | fight—to struggle; labor fervently | life, where unto thou art also called, and hast |
| | lay hold on—to seize | professed a good profession before many witnesses. |
| | professed—confessed; acknowledged | |
| STANDARD | 1 Timothy 4:10-12 | 10 For therefore we both labor and suffer reproach, |
| BEARERS ARMOR BEARERS | suffer-to experience | because we trust in the living God, who is the Saviour of all men, specially of those that |
| | reproach—disgrace | believe. |
| 6th Grade | specially—specifically | 11 These things command and teach. |
| | example—a pattern to be imitated | 12 Let no man despise thy youth; but be thou |
| | charity—love; generosity | an example of the believers, in word, in conversation, in charity, in spirit, in faith, in |
| | purity—being free from sin or anything that weakens or pollutes | purity. |

ENLISTMENT

WHAT IS A DEFENDER/PROTECTOR?

Lesson Goal

Clubbers will learn that they are to be defenders/protectors of God's Word against the lies of Satan by holding fast to God's Word, obeying it, and proclaiming God's truth to the world.



OR THIS LESSON YOU WILL NEED:

CHALLENGE

- Story of Francis Scott Key's writing of "The Star Spangled Banner" (readily available on the internet) along with a copy of the song's words
- American flag (or picture)

BOOT CAMP

- Two foam balls
- Masking tape
- 4 cones



1. WELCOME

Greet each clubber with a warm, personal welcome.

2. JOURNAL TIME

Introduce book bags and Journals.

- Make sure each clubber's name is on his book bag.
- Explain the purpose of the Journal. Tell clubbers that a Journal is a place to keep a record of your thoughts. This Journal is for your thoughts about the Bible.
- Show the Journal parts.
- the verse
- the barracks duty
- the daily work pages (stress the importance of doing one page and only one page per day)
- the place for the parent's signature

Introduce awards.

- Show awards and chart describing awards in the clubber's Journal.
- Explain the faithfulness award for daily work in the clubber's Journal, stressing the importance of having a parent's signature and date on each page.
- Explain the attendance award. (Use your judgment about how much to say about the other awards at this time. Don't let clubbers become confused or overwhelmed.)
- Show coins and tickets and tell about the Base Exchange (BX) for redeeming coins and tickets.

Work together on writing and learning a club cheer. (optional)

WEEK 1



1. WARM-UP

Build enthusiasm.

- Lead the club cheer.
- Lead the club motto.

Learning to love and live the Bible

• Present the FrontLine flag and lead the pledge.

I pledge allegiance to the FrontLine flag, and to the FrontLine Clubs, whose goal is to train me to love and live the Bible. I will trust God, obey His Word, and be a faithful soldier in the battle for truth.

Sing together.

• "FrontLine for the King" (pp. iv-v)

We're on the front line for Jesus Christ our King. We're in His army. Oh, let our voices ring. We're on the front line. We're on the front line for the King of kings!

We're on the front line! Let's hold His banner high, For Christ will lead us. His Word will satisfy. We're on the front line. We're on the front line for the King!

We'll tell our friends and all our neighbors, too, That Jesus died; He died for me and you. His love will conquer our most powerful foe; So we'll sing His praises as we onward go!

We're on the front line for Jesus Christ our King. We're in His army. Oh, let our voices ring. We're on the front line. We're on the front line for the King!

- Hymn for the Heart: "I Sing the Mighty Power of God" (v. 1), *Majesty Hymns*, Majesty Music, p. 6
- "Onward, Christian Soldiers," *Majesty Hymns*, Majesty Music, p. 579.
- "Obedience," *Growing Songs for Children* #2, CEF, p. 21

2. CHARGE: God Recruits Gideon

Preparation

- Gather the materials needed.
 - Story of Francis Scott Key's writing of "The Star Spangled Banner" (readily available on the internet) along with a copy of the song's words
- American flag (or picture)
- Study the Bible story and prepare yourself to retell it.
 - Judges 6 and 7
- Study related Scripture passages.
 - 1 Timothy 6:11-12

Activity

- Read or (better yet) tell the story of the circumstances surrounding the writing of "The Star Spangled Banner." End by reading part or all of the words of the song.
- Discussion
 - Why did Francis Scott Key care so much that the American flag was still flying over Fort McHenry when the sun came up? (He had dedicated himself to the American cause.)
 - What did the flag stand for? (the ideals of the new America: freedom and justice for all)
 - What were the Americans at that time willing to do in order to defend their flag? (They were willing to give up their lives.)
 - Defending/protecting the flag was symbolic of defending/ protecting what? (the personal freedom, rights, and security of each citizen of the newborn country)
 - God calls the members of His Church to be soldiers in His army. What do you think God's people are to defend/ protect as soldiers in God's army? (the truth of God's Word)

Bible Teaching

Introduce the biblical account.

- Can you name some soldiers from the Old Testament?
- Why do you think the Israelites had so many enemies?
- Once when Israel was under the oppression of their enemies, God recruited a man named Gideon to be a defender/protector for His people.
- Let's ask God to help us learn some important truths about our part in His army as we look at this story.

In your own words, tell the account found in Judges 6-7 (especially 6:14-16).

Rather than reading the Summary, study the passage and plan the best way to make the story come alive for your clubbers.

• Summary: The Midianites and the Amalekites were fighting God's people. Israel cried unto the Lord. God sent an angel to Gideon, who was threshing wheat at the winepress. He called Gideon to save Israel from the Midianites. Gideon didn't think he was able to do such a task, but the Lord promised to be with him. The first thing God asked Gideon to do was break down the altar of Baal and cut down the grove near it. Gideon built an altar to God and sacrificed a bullock to the Lord. The Midianites and Amalekites gathered in the valley of Jezreel to fight against Israel. Gideon called for help in fighting against the enemy, but the Lord said that there were too many men. God didn't want them to trust in their own strength. So Gideon sent all the men who were afraid home. Twenty-two thousand men went home. God told Gideon that there were still too many men. Gideon took the men who were left down to the water to drink. God told Gideon to only keep the men who lapped the water from their hands. Afterwards, Gideon's army only had 300 men! The enemy looked like grasshoppers along the valley, and they had so many camels they could not be counted. Gideon divided his men into three companies. Each man carried a trumpet, and a lamp inside of an empty pitcher. When they got to the camp after dark, they blew their trumpets and shouted, "The sword of the Lord, and of Gideon." They also broke the pitchers so that the lamps shone. The enemy was so startled that they started fighting each other, and then the rest ran away. God's people were free at last.

Discussion

- Why didn't Gideon think he could lead the Israelites?
- What promise did God give Gideon? ("Surely I will be with thee, and thou shalt smite the Midianites as one man." Judges 6:16)
- How do you know Gideon trusted in God's Word to him?
- If Gideon trusted in his own common sense instead of God, what would he have done?
- Why did God reduce the army down to only 300 men?
- Who was Gideon really "standing up" for—the children of Israel, or the <u>God</u> of the Israelites?
- Application
 - Who is the enemy of God and His people? (Satan)
 - What enemy lives inside of each one of us? (our own sinful nature)
- Who can you trust to help you when you fight battles against the enemy, even when the battle seems impossible? (God)
- Your loyalties are either with God or with His enemy. Which side are you on? (This can be a question for them to think about, rather than requiring answers.)

WEEK 1

3. MEMORY PASSAGE

Introduce the memory passage.

- These verses are the Defender/Protector club verses.
- Verse 11 lists what God's people are to "chase down" and pursue. This involves passion and discipline.
- "Fighting the good fight of faith" is the Defender/Protector Motto.
- The last part of verse 11 refers to having a good testimony of salvation to others.

1 Timothy 6:11-12

- **11** But thou, O man of God, flee these things; and follow after righteousness, godliness, faith, love, patience, meekness.
- **12** Fight the good fight of faith, lay hold on eternal life, whereunto thou art also called, and hast professed a good profession before many witnesses.

Explain word meanings.

- Follow—pursue
- **Professed a good profession**—fervently embraced faith in Christ

Use a memory verse aid from Appendix 2 and practice the verse a few times.

WEEK 1



Boot Camp

1. "PROTECT THE GENERAL"

Materials

- Two foam balls
- Masking tape or cones

Play

- Using masking tape or cones, mark a square area ("fort") large enough for two people to stand in with some room to move around.
- Mark a line several feet away from each side of the square to show where the rest of the clubbers ("attackers") can stand.
- Choose a "general" and his "bodyguard" from among the clubbers.
- The general and his bodyguard stand inside the center square, while the "attackers" stand behind the outer boundaries.
- · Give a foam ball to 2 attacking clubbers.
- At the GO, the attackers attempt to hit the general with the foam balls. The attackers may pass the balls between themselves in order to catch the general and bodyguard off guard.
- The bodyguard may use any part of his body to block the incoming balls. The general, however, should duck or move to try and avoid being hit, while staying inside the "fort."

2. "DEFENDER/PROTECTOR" TAG

Materials

Masking tape

Play

- Place a strip of masking tape on the back of each clubber.
- At the GO, clubbers will try to get other clubbers' tape strips, while defending/protecting his own strip from being taken.
- If a clubber's strip is taken, that clubber is "out" and can no longer try to take others' strips.
- Continue until only one clubber has his tape. Declare this clubber to be the best defender/protector.
- Count how many strips of tape each clubber has collected.

Note: You may need to make boundaries of behavior very clear before beginning this game, to keep it from getting out of hand.

- The attacker who manages to hit the general becomes the new general, and the old general becomes the new bodyguard.
- Play continues with this rotation.

Application

- Protecting is a difficult task, yet God calls each of you to be a protector/defender.
- Are you willing to stand for the Word of God and defend the faith even if it means being persecuted?
- You may be attacked from different sides, but by using the Word of God, you can stand up for what is right!

Application

- Who was the best defender/protector?
- What strategies did you use in order to protect your strip of tape?
- How alert did you have to be in order to succeed at this game?
- Which did you try harder to do: keep others from taking your tape, or try to get other clubbers' tapes?
- Satan is very sneaky and smart. You must always be on guard against His attacks.
- In defending/protecting God's Word, you must fight against Satan's attacks on your own heart while at the same time actively give the Gospel to others.