Kidztown in the Parks
2006 Summer Lessons:

BUILDING CHAMPIONS!

Cool to Be Kind
Have a Home Base
Attitude is Everything!
Make a Difference
Promise Keeper
Stick To It!

Kidztown in the Parks
Summer Curriculum 2006: BUILDING CHAMPIONS!

Lesson #1:
A Champion knows that it is – COOL TO BE KIND.

Acrostic: CHAMPS

Power Points:
1. Look around to see who needs kindness.
2. Look ahead to what you can do. Don't look back and hold grudges.

Characters Involved:
- *Leader 1*
- *Leader 2*
- *Stymey*
- *N'Trouble*
- *Team Member 3*
- *Team Members for song leadership, game leadership*
- *Puppets for sing-along songs and puppet presentation song*

Resources Needed for Lesson:
- CHAMPS sign
- Great Big C
- White Board or Choroplast with Power Points on it
- Smoke machine
- Weight made out of paper cups and tin foil for Stymey
- Pieces of paper
- Felt marker
- Magic change bag
- Baseball cap

Playlist:
- Intro music
- Kidztown Song
- Davey Davey (Move it Like This CD)
- I've Got the Joy (Move It Like This CD)
- Games Music
- Rocky movie theme music
- Don't Be Cruel (One Way Street's Safety Rock CD, Track #6)

Checklist 20 minutes before the show:

1. Tarp is in place and anchored well.
2. Spare unicycles and extra juggling balls are ready for teaching tools.
3. Playlist for the week is prepped.
4. Sound system and all mics have been checked.
5. Puppeteers and team members know their lines, movements, and choreography.

15 minutes before the show:
1. Begin to play introduction music.
2. Team members greet children and parents as they come, ready with smiles, and a small trick in the pocket, a couple juggling balls ready to entertain kids, or some balloons and a balloon pump.

5 minutes before the show:
1. Begin to count down minute by minute into the mic.
2. Team members move into place.

WELCOME AND INTRO. MUSIC

Leader 1:
Does anyone know what time it is?
Response:
Kidztown Time!
Leader 1:
I can't hear you! I said, "Does anyone know what time it is?"
Response:
Kidztown Time!
Leader 1:
That's right! Hey, everyone, let's get started!
Leader 2:
Welcome to Kidztown, everybody! My name is *(give name)*.
Leader 1:
And my name is *(give name)*.
Leader 2:
We are all so excited to be with you this summer! We are going to be here every (*list day and time*) until the end of August. We are going to have games, puppets, music, juggling, unicycles, and a whole lot more!
Leader 1:
That's right, Leader 2! And this summer we are going to be learning about becoming Champions!
Leader 2:
Champions! As in winners? First placers? What are we being champs in? Soccer? Tennis? Cook-offs? I make a mean chocolate cookie!
Leader 1:
You are excited, aren't you? What do you think a champion is?
Leader 2:

The best! The firstest! The top dog! The winner!
Leader 1:
We hear that a lot, don't we? But did you know a lot of people can become champions, not just those that get first place? The dictionary tells us that a champion is a person who shows marked superiority. This means that if you do way better than average in something, you can call yourself a champion. And this summer we are going to be building champions.

(play beginning few bars of Rocky movie music theme)
Stymey:
Did I hear someone call for me?
Leader 1:
Oh! Hello, Stymey! Everyone, I would like you to meet Stymey, Kidztown's favorite rat and inventor – extraordinaire! He's a bit of a mischief maker, but a lot of fun, nonetheless! However, I don't think anyone called for you, Stymey.
Stymey:
I don't think I'm mistaken. I quite distinctly remember hearing someone yell, "Champion!" Well, that's me. That's my new name. But you can call me, 'Champ' for short.
Leader 1:
So what are you planning on being superior in, Stymey?
Stymey:
Have you ever heard of the Olympics? Maybe not, you're not always as in tune with the world as I am.
Leader 1:
Of course I know about the Olympics. They just had them over in Italy this year. And will be coming to Canada in 2010!
Stymey:
Yeah, well I'm in training for the Olympics!
Leader 1:
Wow! You are? That's amazing! What event, Stymey?
Stymey:
All of them!
Leader 2:
What? All of them? How can you do that?
Stymey:
It's easy, with my super Champ Maker 5000!
(blow a small puff of smoke from the back)
Leader 2:
(coughs) Good grief! What does that thing do?
Stymey:
Makes a champion out of me. I gotta give this thing a test run. See you later!

Leader 1:

I'm sure we'll be seeing more of Stymey, everyone. Right now we're going to sing some songs. You might know them! If not, we're sure you're going to have fun learning them!
Leader 2:
We're going to invite our team out here now. Just follow them and you'll learn the actions real quick!

SONGS

Kidztown Song
Davey Davey
I've Got the Joy

Leader 2:
Whew! Good job, everyone! You're going to be great this summer! Like Leader 1 said, this summer we are learning all about becoming champions! Who can name me some champions? *(listen for answers, eg. Cindy Klassen, Olympian; Jarome Iginla, Calgary Flames; , etc.)* It takes more than winning a medal or trophy to be a true champion, you know. And being a champion is something that all of you can become someday! It's true! There are six things that you need to work really hard at to become a true champion.
Leader 1:
That's right! And the first thing we need to learn to become a champ starts with this letter C. It stands for Cool to be Kind.
Leader 2:
Exactly! It is a cool thing to be kind to others.
Leader 1:
Yeah. Who wants to be around someone who is mean all the time?
Leader 2:
That reminds me of something. Who wants to play a game?

GAME

Items Needed:
- 6 balloons (if the day is windy, use 6 hacky sacks)

Using fun questions, invite six kidz from the tarp to join you up front. Give each child a balloon or hacky sack. At the word "go!", each child must try and keep his or her balloon or hacky sack from hitting the ground. The one who can last the longest or past one minute wins the race. Reinforce the fact that everyone is a winner at Kidztown, especially if they tried hard!

Leader 1:
I need all our players to stay up here for a minute. I'd like to interview you. *(Go down the line with the mic and have each person share their first name only).*
Leader 1:

Did you feel like a winner or a loser?
Why?
What could we as an audience have done to support you better?
Thank you, everyone. You may be seated!
Leader 2:
You know, it's important that we help others out and be kind to them. Champions don't go around saying mean things about other people or doing things to make others look bad. They go out of their way to help people.

N'TROUBLE & STYMEY SKIT

N'Trouble:
(enters dog house)
Oh boy, oh boy, oh boy! I can't wait any longer!
Leader 1:
Hello, N'Trouble! I'm so glad you're here!
N'Trouble:
Oh, me too. I've been trying to be patient for so long to see everyone. I love coming to the park. The parks are my favorite places in the world. There's so much to do, so much grass to roll in, so many boys and girls. Hello, every-body!
Leader 1:
Everyone, we would like you to meet N'Trouble. He's one of our favorite –uh- characters in Kidztown.
N'Trouble:
I'm a character? Hmmm, I thought I was a dog. Is a character something like a cartoon?
Leader 1:
Oh, N'Trouble, I'd say you're very real. And very much loved!
Stymey:
(enters Stymey)
That flea circus mutt might be a character but I'm going to be a champion.
N'Trouble:
Oh no, I'm in trouble!
Leader 1:
N'Trouble, why do you say that?
N'Trouble:
I'm supposed to be training with Stymey for the Olympics. I forgot I was doing that when I saw everybody. I love being in the parks, did I tell you that before?
Leader 1:
Yes you did, but that's okay. N'Trouble, what are you training for?
N'Trouble:
Um, to be a champion, I think.
Stymey:
There's only one champion around here, and it's going to be me! With my Champ Maker 5000, I can do anything! Right now I can lift these 100 lb. Weights with my two strong, arms. Grrr-aagh! *(pretend to be straining at holding a small weight)*

N'Trouble:
I was going to train, too, but I stopped and helped that little poodle Suzie. She's a little, you know, fussy, about where she walks and everything, and her master threw the ball into the flower bushes. Suzie didn't want to go in there on account o' the bugs and all, so I got it for her.
Leader 1:
Oh, N'Trouble, that's so kind of you.
N'Trouble:
Maybe, but it looks like I missed out on lifting weights against Stymey. Oooh, I betcha I coulda beat him too!
Stymey:
No way, N'Trouble. I'm the Champ! Me! Me!
N'Trouble:
Oh no, I'm in trouble!
Leader 1:
Oh, you sweet puppy, have you no idea how happy you made your friend, Suzie? You are very kind. And that counts for far more than how much weight you can lift.
Stymey:
Says the guy who didn't know what the Olympics was!
Leader 1:
I did so know what the Olympics was – I mean, is – I mean – Oooh, Stymey!
Stymey:
Ha! Ha! I'm off to figure out my next Champ defining moment. Ta da!
N'Trouble:
I better go too. I'm glad Suzie has her ball back.
Leader 1:
And I'm glad you took the time to be kind. Lots of puppies don't take the time to look around them and see what they can do to help others. You are a champ, N'Trouble!
N'Trouble:
I am? Well, thanks, Leader 1. I'll see you later. Bye, kidz!

Leader 2:
I'm so proud of N'Trouble for looking at ways to be kind. It is so cool to be kind. I read in the newspaper that university students think it's way cool to be kind.
Leader 1:
And that's our first power point for today. Our first point of being a champ is to remember that it is cool to be kind. We do that by: 1. Looking around to see who needs kindness.
Leader 2:
And our second point is: Look AHEAD to what you can do to show kindness. Don't look back and hold grudges.

MAGIC BAG TRICK

Items Needed:

- Pieces of paper
- Felt marker
- Magic change bag

Team Member 3:
(enters and stomps on stage)
Oh! He makes me so mad!
Leader 1:
Wow! You do seem upset. What happen, Team Member 3?
Team Member 3:
This guy from my school. He thinks he's so cool! He's always picking on me. He comments out loud about my latest hair cut, my clothes, the way I walk, the way I talk – everything! And then other people stand around and laugh with him.
Leader 1:
When did this all happen?
Team Member 3:
About a couple months ago. Boy, I can't stand that guy!
Leader 1:
A couple months ago?
Team Member 3:
Yes, but it feels just like yesterday. I can still hear him in my head!
Leader 1:
Team Member 3, why not tell me some of those things again that this guy did to upset you so.
Team Member 3:
Sure. I remember them like they were yesterday! He made jokes about my hair, he thought my new shirt was too cute, he says I kind of skip when I walk, he says my voice squeaks. (As Team Member 3 talks, write these things down on separate pieces of paper.)
Leader 1:
Those sure are terrible things. How about you kidz? Have you ever had someone be unkind to you before? Tell us quickly, and we'll write them down too.
Leader 1:
Look at all these papers, I want you to hang on to them.
Team Member 3:
(hold all the papers in hands) Like this?
Leader 1:
Yes. Now, what are you going to do?
Team Member 3:
Well, I can't really do anything. My hands are full.
Leader 1:
Exactly! When you hang onto sad things that have happened to you, they prevent you from moving on and doing things for yourself and for others. Know what you need?

Team Member 3:
Another hand?

Leader 1:
No. To stop hanging on to that stuff. Here! Throw those terrible things into my bag.
(have Team Member 3 put paper into magic bag. Wave your hand over the bag and – ta da!, show the bag as being empty).
Team Member 3:
Wow! How did you do that?
Leader 1:
When you forgive someone, it makes everyone's life easier. Look at your hands now. What do you think you can do?
Team Member 3:
Oh, so many things! I can go play with some other friends –
Leader 1:
Help your little brother learn to ride his bike…
Team Member 3:
Yeah, that too. And so many things. You're right, Leader 1. I've got to let go of stuff. There's too many things I can do for others, without worrying about what others have done to me.
Leader 1:
What a champ! Way to go, Team Member 3! Bye!

Leader 2:
(Put on a baseball cap. Tell this story with lots of expression and hand movements. Do not read this story. Review it several times until you get the gist of it).
I have a great sports story I want to share with you. It's about baseball!

Once upon a time in a town called Brooklyn, New York, a man shared this story about his son named Shaya. His son, Shaya, went to a school for disabled children. His son could not understand things like other boys and girls could. He couldn't remember math questions or read very well.

One afternoon Shaya and his father walked past a park where some boys Shaya knew were playing baseball. Shaya asked, "Do you think they will let me play?" Shay's father knew that his son was not at all athletic and that most boys would not want him on their team. But Shaya's father understood that if his son was chosen to play it would give him a comfortable sense of belonging. Shaya's father approached one of the boys in the field and asked if Shaya could play.

The boy looked around for guidance from his teammates. Getting none, he took matters into his own hands and said "We are losing by six runs and the game is in the eighth inning. I guess he can be on our team and we'll try to put him up to bat in the ninth inning." Shaya's father was ecstatic as Shaya smiled broadly. Shaya was told to put on a glove and go out to play short center field. In the bottom of the eighth inning, Shaya's team scored a few runs but was still behind by three. In the bottom of the ninth inning, Shaya's team scored again and now with two outs and the bases loaded with the potential winning run on base, Shaya was scheduled to be up.

Would the team actually let Shaya bat at this juncture and give away their chance to win the game? Surprisingly, Shaya was given the bat. Everyone knew that it was all but impossible because Shaya didn't even know how to hold the bat properly, let alone hit with it. However as Shaya stepped up to the plate, the pitcher moved a few steps to lob the ball in softly so Shaya should at least be able to make contact. The first pitch came in and Shaya swung clumsily and missed. One of Shaya's teammates came up to Shaya and together they held the bat and faced the pitcher waiting for the next pitch.

The pitcher again took a few steps forward to toss the ball softly toward Shaya. As the pitch came in, Shaya and his teammate swung at the bat and together they hit a slow ground ball to the pitcher. The pitcher picked up the soft grounder and could easily have thrown the ball to the first baseman. Shaya would have been out and that would have ended the game. Instead, the pitcher took the ball and threw it on a high arc to right field, far beyond reach of the first baseman. Everyone started yelling, "Shaya, run to first. Run to first." Never in his life had Shaya run to first. He scampered down the baseline wide-eyed and startled. By the time he reached first base, the right fielder had the ball. He could have thrown the ball to the second baseman who would tag out Shaya, who was still running. But the right fielder understood what the pitcher's intentions were, so he threw the ball high and far over the third baseman's head. Everyone yelled, "Run to second, run to second." Shaya ran towards second base as the runners ahead of him deliriously circled the bases towards home. As Shaya reached second base, the opposing short stop ran to him, turned him in the direction of third base and shouted, "Run to third." As Shaya rounded third, the boys from both teams ran behind him screaming, "Shaya run home." Shaya ran home, stepped on home plate and all 18 boys lifted him on their shoulders and made him the hero, as he had just hit a "grand slam" and won the game for his team. "That day," said the father softly with tears now rolling down his face, "those 18 boys were true champions."

I know that each of you here today can be a champion this week by being kind, just like these 18 boys.

Leader 1:
What a great story! Our puppets would like to close our time together with a puppet song! Let's watch and enjoy!

PUPPET PRESENTATION SONG

Don't Be Cruel
One Way Street's Safety Rock CD, Track #6

CONCLUSION

Leader 1:

Thanks again for coming, everyone! We're going to be back here again next week, same time, same place! We've got a draw for *(name prize)* that you are welcome to put your name in for. We hold the draw every two weeks. Parents, if your kidz put some contact information on the entry form, we may use it to contact you with further Kidztown information!

You're welcome to stick around for a while after the show. We've got some extra juggling balls and would love to show you how to juggle. You're also welcome to try out some unicycling action here. Make sure you're wearing a helmet, though! We have some team members that are going to be playing parachute games! You're welcome to join them! We're really glad that *(name of sponsoring group)* has sponsored us so we can be with you here each week. *(Sponsoring group)* believes in supporting kidz and their families. So, if you're looking for a great organization where your kidz can have fun and you can be supported, they're a great place to be a part of! If you have any questions about *(sponsoring group)*, you can see *(point to group representative)* over there. Thanks again for coming! See you next week!

POSSIBLE BIBLE STORIES TO SHARE ON SUNDAY

Jesus was being cool by being kind:
See Luke 13:10-17, Jesus heals a crippled woman; and Mark 7:31-37, a deaf and mute mean is healed.