

I. Be flexible: “Kids Ministry From Anywhere”

- A. We teach so kids will know Jesus personally and grow as his disciples.
- B. The discipleship of children is so important that we must do this in multiple ways so that we can reach kids with the full gospel: in person or virtual, with parental support and without, with varying digital points of access.

II. Research on Digital Learning

- A. Research shows digital learning is effective to promote student achievement
- B. The field is so new that educators are learning as they are doing
- C. Researchers believe this will be a growth area in education

III. Considerations in Virtual Teaching

A. Determine what type of interaction do you want to have?

1. One way: Communication that flows from the teacher to the student. Examples include streaming from your website or Vimeo. No opportunity for feedback or discussion during the teaching time.
2. Two way: This option is the closest to in person teaching. Two Way communication can occur through “face to face,” through Zoom, Teams, and Google Meets. Two way communication can also occur with one directional teaching and live chat response. Using the Online Church Platform, Youtube, and Instagram, you can stream live or stream a video with opportunity for students to watch and comment. The teacher or a representative can chat in real time.

In deciding how, determine what type of interaction you want to have with your kids. Because kids learn through relationship, exploration and interaction, you need to decide how this interaction can occur. Kids need to explore what they are learning about, simply watching a presentation does not always result in learning. If your parents are active and can interact with the material with your kids, then you will not need as much interaction. If not, then a more interactive format would be better.

B. How do you want to present your lesson: live or recorded?

If you’re doing your program live on Zoom or another platform, be sure to have at least one other person to run the tech (share screen, advance slides, admit kids, etc.). It is distracting to be running the event as well as leading the event. Pre-recording gives you space to do both.

Recording and playing back can result in a more polished lesson because you can record and edit ahead of time.

C. Do you want to create your own or purchase programs?

Since we know disciples are made through relationships, how do you provide a fun and engaging program that can grow your relationship with your kids. You will want to balance fun and engagement with keeping your kids connected to you and your church. Buying a completely online experience with people kids don't know will feel impersonal and like a "program," instead of their church.

IV. Virtual Teaching Tips (Kids)

A. Interactive: In designing your program, remember that the attention span of kids when they watch virtual programs is much shorter than in person. To help them engage, think in terms of short segments that you can combine to create a whole. Add video clips to enhance engagement. Ask questions, talk to them as if they're standing right in front of you.

B. Use a script: When you're presenting in person, you can ad lib, ask questions and wait for responses. If you are filming for viewing later, be aware that their focus in watching videos is short. You'll want to film short clips and string them together to make a longer presentation. Using a script will help you get to the point.

C. Be sure to have eye contact: Look straight at the camera. If you are using your phone, make sure you know where the camera is. The camera is not the screen. Kids will pay more attention if they think you're talking to them.

D. Use graphics and moving graphics, music: Just like using visual aids, you will need something more than you to keep their attention.

E. Go Phygital. Phygital is blending digital experiences with physical experiences to create the optimal experience. Teach virtually but also provide something that will engage the kids physically as you teach. If you do an object lesson with a cup of water, have them get a cup of water, so they can engage with their physical senses as they experience your digital program.

V. Resources:

Watch out for copyright permissions.

Resources listed give permission to include their products on your virtual program. Be sure to verify permission before you use them.