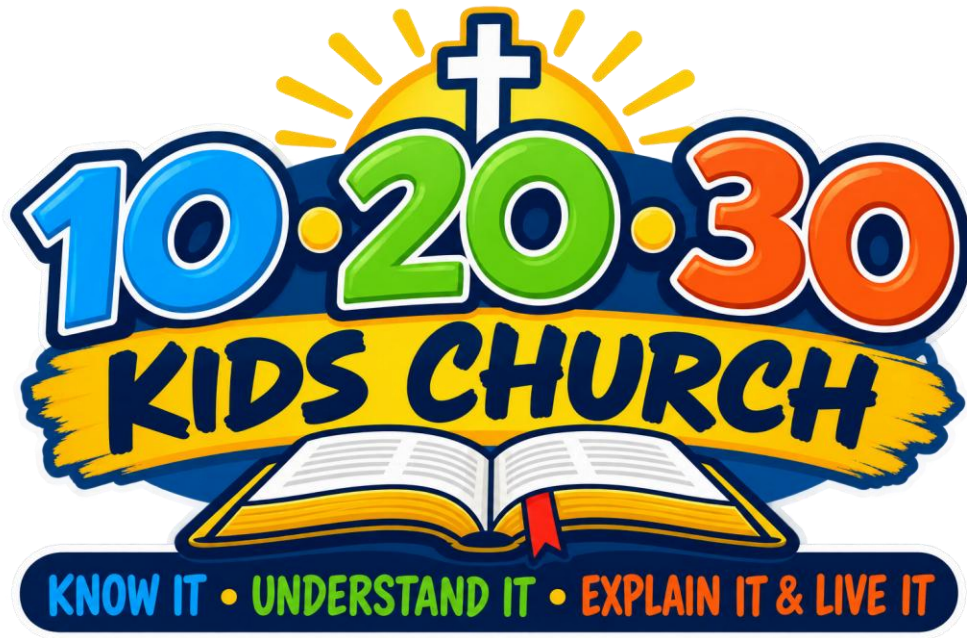




INTRODUCTION • HOW TO USE • QUICK START • 52-WEEK CONTENT PLAN

THE LEARNING JOURNEY

HEAR IT ->

KNOW IT ->

UNDERSTAND IT ->

EXPLAIN IT ->

LIVE IT ->

PLAY IT ->

KEEP IT GOING ->

REMEMBER IT

A flexible Kids Church framework integrating Bible story, JBQ Bible Fact-Pak truths, Bible skills, QuizPlay, application, and home discipleship.

INTRODUCTION

10•20•30 Kids Church is built around a simple idea: children can hear the **same Bible story together while being challenged at different depths**. The Bible story remains the center, while Bible knowledge, understanding, explanation, application, review, and home discipleship grow naturally from that story.

This makes 10•20•30 flexible enough for **fewer than 10 children in one room or more than 100 children in multiple groups**, while meeting a wide range of ages, Bible knowledge, and spiritual maturity.

ONE STORY. THREE LEVELS. ONE TRUTH.

The levels describe **depth of learning—not grade, intelligence, maturity, ability, or worth**. Teach the children in front of you, not the number beside their grade.

The Three Learning Levels

10 — KNOW IT (Goal: “I KNOW what the Bible teaches.)

What happened? What does the Bible say? Who? What should I remember?

20 — UNDERSTAND IT (Goal: “I UNDERSTAND what this truth means and why it matters.)

What does it mean? Why is it important? How does it connect?

30 — EXPLAIN IT & LIVE IT Goal: “I can EXPLAIN what I believe from the Bible and LIVE it.”)

Why do I believe it? Where is it taught? How can I explain it? How should it change my life?

Bible Story First

The lesson begins with the Bible—not a list of questions or facts. **The Bible story gives truth context and makes it memorable**. Children encounter important biblical truths naturally through the story before being asked to recall, discuss, explain, or apply them.

The goal is to help children see that Bible knowledge is connected to real people, real events, God's character, His plan, and the way He wants us to live.

Built to Scale

The same lesson can work with **8 children or 100+**.

A small Kids Church can stay together and move naturally from 10 to 20 to 30. A growing ministry can use two groups—**Foundation (10) and Go Deeper (20+30)**. Larger ministries can use separate **10, 20, and 30 groups or classes**.

Everyone shares the same Bible story and central truth while leaders adjust the depth to the children they are teaching.

The size of the ministry changes the delivery—not the curriculum.

A Flexible Ministry Experience

10•20•30 does not require every church to use the same order of service. Weekly lessons are organized as teaching modules that can be assigned and moved to fit the ministry.

TODAY'S FLOW

ARRIVE → GATHER → STORY → GO DEEPER → BREAKOUT → REJOIN → RESPOND → HOME

Games may happen at arrival or later. The **Bible Story stays central**, groups can go deeper at the appropriate level, everyone can rejoin for QuizPlay and review, and the lesson finishes with response, prayer, a way to continue at home.

The Complete Learning Cycle

HEAR IT — encounter the Bible story.

KNOW IT — learn what Scripture says.

UNDERSTAND IT — discover what it means.

EXPLAIN IT — put truth into words.

LIVE IT — respond and obey.

PLAY IT — reinforce learning through QuizPlay.

KEEP IT GOING — continue at home.

REMEMBER IT — revisit truth so it lasts.

The goal is more than children who know Bible answers. It is children who **know God's Word, understand what it means, can explain what they believe, and are learning to live it**.

HOW TO USE 10•20•30

The weekly material gives leaders more than they must use. Choose the modules that fit your time, room, staffing, and children. The goal is not to complete every activity. The goal is to teach the Bible well and help children know, understand, explain, and live its truth.

- 1. Prepare the story first.** Read the Bible passage before studying activities or Fact-Pak material. Know the story, Big Idea, objective, and response you want children to remember.
- 2. Look over 10•20•30.** Treat the three levels as a staircase. Decide how far your children can comfortably climb this week. You do not have to ask every question.
- 3. Choose your ministry setup.** Use one room, two groups, three groups, or multiple classes. The same story and Big Idea hold everyone together.
- 4. Use the flow, not a rigid order.** ARRIVE, GATHER, STORY, GO DEEPER, BREAKOUT, REJOIN, RESPOND, HOME describes the experience. Numbered lesson sections are assignment modules, not a mandatory clock order.
- 5. Adjust when attendance changes.** If fewer or more children arrive than expected, change the delivery - not the lesson. Combine groups, stay together, or simplify the breakout.
- 6. Teach the lesson basics to everyone.** Every child should hear the Bible story, Big Idea, key truth, application, and prayer regardless of group level.
- 7. Ask different depths of questions.** 10 asks children to remember. 20 asks them to understand. 30 asks them to explain and apply. Give children time to think; silence is not failure.
- 8. Use Fact-Pak without turning Kids Church into JBQ practice.** Integrate assigned truths into the story, explanation, discussion, Bible skill, and review. The Fact-Pak supports the lesson; it does not replace it.
- 9. Use activities with purpose.** Games, crafts, movement, and object lessons should reinforce the Big Idea. Optional activities may be moved to arrival or another part of the service.
- 10. Build Bible skill.** Help children physically use a Bible: find books, chapters, verses, sections, and important passages. Confidence with Scripture is part of discipleship.
- 11. Break out after the story.** One room may progress together. Two groups can use Foundation (10) and Go Deeper (20+30). Three groups can use 10, 20, and 30.
- 12. Rejoin for QuizPlay.** Use STORY, FACT-PAK, THINK, and REVIEW questions. Keep the game short enough that it reinforces rather than replaces teaching.
- 13. Turn wrong answers into teaching moments.** Use the rhythm: Question -> Answer -> Reveal -> Explain -> Continue. A missed question identifies what needs another explanation.
- 14. Review older material.** Children remember more when earlier truths return. Mix current material with recent and older review as appropriate.
- 15. Always reach LIVE IT.** End with a clear response. Ask what this Bible truth should change in the child's thinking, choices, relationships, worship, or obedience.
- 16. Pray from the lesson.** Prayer should connect directly to what children learned and the response being invited.
- 17. Keep the story going at home.** Send the family devotion. Home material is not extra homework; it gives families a simple way to revisit the week's story and truth.
- 18. Teachers do not need to be JBQ experts.** The weekly lesson supplies the story, depth questions, Bible skill, review direction, and response. A teacher can use the curriculum effectively without coaching JBQ.
- 19. Include non-JBQ children fully.** Never make a child feel like an outsider because they do not quiz. The curriculum is Kids Church first; JBQ knowledge is integrated as a discipleship tool.
- 20. Measure the right success.** Success is not how many sections were completed. Ask: Did children remember the story? Understand the truth? Use the Bible? Explain something they believe? Identify a way to live it?

Common Delivery Models

- ONE ROOM - Teach the story to everyone, then move progressively from 10 to 20 to 30 as the group is ready.
- TWO GROUPS - Share the story, then use Foundation primarily for 10 and Go Deeper for 20+30.
- THREE GROUPS - Share the story, then break into separate 10, 20, and 30 discussions.
- MULTIPLE CLASSES - Assign levels or combinations by class while keeping the same weekly story and Big Idea.

CORE PRINCIPLE

Change the setup, not the lesson. Keep the Bible Story central; breakout after the story; rejoin for shared review; finish with response and prayer.

QUICK START GUIDE

YOU CAN TEACH THIS.

You do not need to be a JBQ coach or Bible expert to teach 10•20•30. Start with the story and follow the learning journey.

Four Moves

1. TEACH THE STORY

Tell the Bible story clearly and make the Big Idea memorable.

2. ASK QUESTIONS

Start with KNOW IT, move into UNDERSTAND IT, and use EXPLAIN IT & LIVE IT as children are ready.

3. GO DEEPER

Use the activity, object lesson, Bible Skill, and breakout questions that best fit your group.

4. HELP THEM LIVE IT

Rejoin, review with QuizPlay, invite a response, pray, and send the home devotion.

The Weekly Flow at a Glance

FLOW	WHAT HAPPENS
ARRIVE	Optional movement game, social connection, or simple preview.
GATHER	Introduction, welcome, worship if used by your church.
STORY	The central Bible story and Big Idea.
GO DEEPER	Know / Understand / Explain teaching, activity, or object lesson.
BREAKOUT	10 / 20 / 30 discussion and Bible Skill.
REJOIN	QuizPlay and shared review.
RESPOND	Live It, prayer, and closing challenge.
HOME	Five-day family devotion and continued conversation.

A 60-Minute Starting Point

5 min Gather • 20 min Story/Teaching • 10 min Activity/Object • 10 min Breakout/Bible Skill • 8 min QuizPlay • 5 min Response • 2 min Close

Optional activities are choices, not additions. The Expanded lesson intentionally contains more material than most churches will use in one service.

Before Kids Arrive

- Read the Bible passage and know the Big Idea.
- Choose which activity or movement game you will use, if any.
- Decide whether you will stay together or break into groups.
- Assign leaders to lesson sections.
- Prepare Bibles, object lesson supplies, activity materials, and QuizPlay.
- Know where everyone will rejoin and how you will finish.

Remember

TEACH THE CHILDREN IN FRONT OF YOU - NOT THE CLOCK.

If a discussion is helping children understand Scripture, let it breathe. If an activity is not needed, skip it. The curriculum serves the ministry; the ministry does not serve the outline.

CONTENT - 52-WEEK PLAN

The 52-week plan moves through the Bible's story while assigning all 576 Bible Fact-Pak questions across the year. Some weeks intentionally introduce no new 20- or 30-point material so the Bible story remains the controlling structure.

YEAR AT A GLANCE

10 Point #001-288 • 20 Point #289-480 • 30 Point #481-576 • 576/576 assigned

UNIT 1 - GOD'S WORD - Weeks 1-4

UNIT 2 - BEGINNINGS & PATRIARCHS - Weeks 5-13

UNIT 3 - MOSES, LAW & PROMISED LAND - Weeks 14-22

UNIT 4 - GOD'S PEOPLE, LEADERS & PROPHETS - Weeks 23-31

UNIT 5 - JESUS - Weeks 32-41

UNIT 6 - HOLY SPIRIT & CHURCH - Weeks 42-49

UNIT 7 - ETERNITY & COMING HOME - Weeks 50-52

Weeks 1-13

Wk	Bible Story / Theme	10 Point	20 Point	30 Point
1	Josiah Finds God's Word	001-005	289-295	485, 486, 489, 491
2	God Gives Moses His Written Word	006-010	297, 301, 305	487, 490
3	Jesus Reads God's Word at Nazareth	011-015	299, 300, 304	488, 495
4	David Worships God	016-020	296, 302, 303, 313	492, 533, 542
5	God Creates the World	021-024	306-311, 314, 318, 397	504
6	Adam & Eve	025-030	343-347, 349-352	-
7	Noah Builds the Ark	031-034	477	-
8	Rainbow to Babel	035-039	-	-
9	Abraham Follows God's Call	040-046	322-323, 369-370, 430	521
10	Abraham & Sarah Receive Isaac	047-050	320-321	-
11	Jacob & Esau	051-057	-	572
12	Joseph Becomes a Slave	058-063	-	-
13	Joseph Saves His Family	064-068	-	529

Weeks 14-26

Wk	Bible Story / Theme	10 Point	20 Point	30 Point
14	Moses & the Burning Bush	069-075	-	-
15	Passover & the Red Sea	076-080	-	-
16	God Provides in the Wilderness	081-084	-	-
17	God Gives the Ten Commandments	085-090	-	573
18	Moses Teaches God's Commands	091-096	-	574
19	Golden Calf & Tabernacle	097-100	348	-
20	The Twelve Spies	101-108	-	-
21	Moses Passes the Mission to Joshua	109-113	-	-
22	Joshua & Jericho	114-120	-	-
23	Samuel Hears God's Voice	121-128	383	-
24	David & Goliath	129-135	-	534
25	David & Jonathan	136-140	393	527, 528
26	Solomon Asks for Wisdom	141-144	312	483, 535, 576

Weeks 27-39

Wk	Bible Story / Theme	10 Point	20 Point	30 Point
27	Elijah on Mount Carmel / God's Prophets	145-151	298	493
28	Nehemiah Rebuilds Jerusalem	152-156	-	-
29	Esther & Job - Trusting God in Trouble	157-160	444, 471	-
30	Daniel & His Friends Stand for God	161-166	377-379, 388, 451-455	531, 541, 547
31	Jonah, the Prophets & God's Coming King	167-170	319, 446-450, 475-476	494, 568
32	The Birth and Childhood of Jesus	171-178	324, 328-333	501, 505, 508
33	John the Baptist Prepares the Way	179-184	334, 398-400	-
34	Jesus Calls Followers / Nicodemus	185-190	315-316, 355-356, 406-407	502, 575
35	Jesus Begins His Ministry & Faces Temptation	191-196	317, 325, 327, 394-396	500, 509, 530, 544
36	The Wise & Foolish Builders	197-202	380-381	516
37	The Good Samaritan - Love God & Others	203-208	357, 371-376, 385, 387	524, 525
38	Jesus Feeds 5,000 / Jesus Has Power to Help	209-212	441-443, 445	510
39	Jesus in Gethsemane - Prayer & Obedience	213-218	326, 390-392	511, 532

Weeks 40-52

Wk	Bible Story / Theme	10 Point	20 Point	30 Point
40	Jesus Dies on the Cross	219-223	335-336, 353-354, 363-364, 438-440, 466	503, 512, 564, 565
41	Jesus Is Alive!	224-227	337-341, 432-433, 461, 473-474	507, 567
42	Pentecost	228-232	401-402, 408-411, 414-415	548-551, 557
43	Jesus Builds His Church	233-235	416-422	484, 553-558, 562
44	Saul Meets Jesus - A Changed Life	236-240	403-405	519, 520, 522, 538, 552
45	Peter & Cornelius - Good News for Everyone	241-244	412-413, 434-437	536
46	The Church Goes - Mission, Ministry & Giving	245-253	389, 423-429, 431	523, 526, 559-561, 563
47	The Philippian Jailer Is Saved	254-258	365-368	482, 499, 506, 513, 517-518
48	Armor of God - Standing Against Evil	259-266	465, 467-468	543
49	Paul & Silas Praise God in Prison	267-271	382, 384, 386	496, 539-540
50	Rich Man & Lazarus - Eternity Matters	272-276	456, 462-464, 469-470	537, 571
51	John Sees God's Final Victory	277-282	342, 457-460, 472, 478-480	497-498, 566, 569-570
52	The Prodigal Son Comes Home	283-288	358-362	481, 514-515, 545-546

The Gospel Arc

God made us -> sin separated us -> God pursued us -> Jesus saved us -> the Spirit helps us -> the Church has a mission -> Jesus is coming again -> come home to the Father and live for Him.

What the Year Is Designed to Produce

By repeatedly connecting story, knowledge, understanding, explanation, application, Bible skill, retrieval, and home conversation, 10•20•30 aims to help children do more than answer questions. The goal is for them to know God's Word, understand what they believe, explain it from Scripture, and live it.