Classroom Descriptions as used in the R4 Workshop Rotation Model Lessons

Arts & Crafts - The primary purpose of this classroom is for the students to create arts and crafts that corresponds with and help teaches the themes and/or key verses in the scripture connected with the rotation. The secondary purpose of this classroom is to demonstrate to the students how the art and crafts project corresponds with the themes and/or key verses in the scripture.

The default setup of this classroom is a basic large table (or two or more pushed together) that can seat however many students expected for the class. It helps to have a supply closet of basic materials like construction paper, glue, scissors, crayons, etc. in the room, but it is not essential. It also helps to have a sink with running water in the room or very close by. Hard floors are much better than carpeted floors, if you can manage it.

Movement & Games - The primary purpose of this classroom is for students to participate in problem-solving and/or moving activities that correspond with the themes and/or key verses in the scripture connected with the rotation. A few of the activities are more demonstrative than participatory.

The default setup for this classroom is a room that is large enough to allow for the movement of the average amount of students expected per week. It is best to empty the room of as much furniture as possible, including chairs, tables and things on the wall that kids could get scratched by. Padding corners of window sills and door handles is recommended, if possible. Either carpet or hard floors work.

Science - The primary purpose of this classroom is to show principles of science to the students that correspond with and help teach the themes and/or key verses in the scripture connected to that rotation. (Note: This class is not meant to be used as a way to "prove" the stories and miracles of Jesus). The secondary purpose of this class is to do science experiments with the kids that, again, correspond with and help teach the themes and/or key verses in the scripture assigned for that rotation.

The default setup of this classroom is a basic large table (or two or three pushed together) that can seat however many students expected for the class.

Storytelling - The primary purpose of this classroom is to tell the scripture story to the students that corresponds with the scripture assigned for that rotation (this can be done through reading the story and by watching a movie about the story). The secondary purpose of this classroom is to help the students remember and understand the basic plot structure of the scriptural story. This can be done by either doing theatrical activities that reinforce the telling of the story or games that reward retention of the story.

The default setup of this classroom involves comfortable seating for the students as they listen to the story. Also, some sort of staging area for the teacher to tell the story from and for the kids to use when performing the story. It also helps if this room can easily accommodate a camcorder to tape these performances and a screen/tv to watch these performances and other videos.