



START HERE!

Welcome to *MISSION POSSIBLE KIDS* (a.k.a *MPK*), where kids aren't *just kids*—they are young “agents of change” doing TOP SECRET missions in God’s service.

Did you know that *MPK* helps:

- Grow kids spiritually in the way kids learn best, in the “doing” of God’s work
- Get parents more involved (everyone wants to be a secret agent!)
- Attract new families to your church as your kids get excited to bring friends
- Bring a heart touch and resources to people in your community that desperately need it, all coming from a very unexpected source—the children of your church
- Your kids inspire the rest of your church to get active in missions!

This guide will get you started and show you how to make your program the best it can be—for your kids, your church, and your community.

TOP SECRET Missions

Get all the mission plans you need here on our site, all designed to show elementary-aged kids how they can become “agents of change”, helping food banks, kids in hospitals, the homeless, nursing home residents, animal shelters, and much more.

You’ll notice a few common features of each TOP SECRET “mission”. Each plan is written in our classic *spy-speak*. Calling kids “agents”, leaders “agent handlers”, and service projects “TOP SECRET missions” really amps up the fun factor and keeps everyone—kids and grownups alike—happily engaged and wanting to do more in service.

Each MPK mission includes:

- *Director’s Plan*—the project overview, Bible verse, supply list, and all the behind-the-scenes preparation steps to get everything ready to go. The last step shows you how to estimate the number of lives touched to help your kids understand their impact.
- *Agent Handler’s Plan*—the week-by-week breakdown that shows leaders how to teach the lesson and work the mission. If you’re planning to meet less often, simply drop out some of the extra activities.
- *Templates*—easy-to-print worksheets, gift tags, cards, and game sheets
- *Photos*—sample photos to show the kids the people (or animals) your project may help. Just drop them in PowerPoint and you’re good to go.

Each hour-long meeting begins with spy music playing at agent check-in to get everyone in secret agent mode (choose your own favorite instrumental spy theme). “Calling all agents! Calling all agents!” from the Director is everyone’s cue to get seated and pay attention. You’ll be amazed how quickly agents hop to!

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Here's the general flow of *MPK* meetings:

Week 1: Review the success of last month's mission using your *Mission Tracker* (see P. 3), create excitement during the lesson component of the new mission for the month, and get a start on the work, games, or other activities.

Week 2&3: Most of the hands-on work is done now.

Week 4: Finishing up, reflection, and announcing agent promotions (more on this below).

Then, there's **Spy Games**, spy-themed team-building activities included in the *MPK Launch Kit*. Use them any time you have extra time. Your agents will want to play them again and again.

Planning Your Mission Calendar

Kick off the first meeting of each year with **Agent Training** and end the year with a party to celebrate all that agents have done in God's service. Most groups opt for a food bank collection every Thanksgiving as well (with *MPK* mission plans and methods this can be one of your most impactful missions all year). Then, fill in other months with any of the other great *MPK* missions you'll find on our site. Check back in with us often, as we continue to add new missions for your kids throughout the year.

Supplies

Gather project supplies on your own. All projects require basic school supplies that you likely already have in Children's Ministry—crayons, markers, pencils, glue or glue stick, and scissors. You will need paper and cardstock to make copies as directed.

The other supplies needed vary by project. These are usually simple, inexpensive craft or office supply items, such as pipe cleaners, Scotch tape, sharp scissors for adult use, etc.

To reduce your supply budget for some missions, we recommend that you set out a collection box to gather inexpensive items you might need in larger amounts so that your kids can make a bigger impact than your budget alone might allow. For instance, to collect food or boxes of crayons. Or, because we're big on teaching kids about repurposing or "upcycling", many of our projects gather items commonly found at home that are no longer in use, such as old t-shirts, partially used sticker sheets, or old eyeglasses. Congregations love to help kids in mission in this way.

Official *MPK* T-Shirts

Nothing builds team camaraderie like wearing the official *MPK* t-shirt. Use the *MISSION POSSIBLE KIDS* logo in the launch kit to promote your program and to get t-shirts printed at your favorite local t-shirt shop: Gildan in lime green cotton is the official maker/color for *MPK* shirts.

Mission Stars for a Job Well Done

Agents start out as "special agents" and soon earn Mission Star credits for successfully completing missions. The more they are involved at *MPK*, the faster they achieve agent

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promotions to higher ranks like “Special Agent 1st Class” or “Commander”. Promotions are announced at the end of the last meeting each month, cheering each agent on for their dedication to God’s service!

At its simplest, just keep track of attendance in the Promotion Start Chart, a worksheet in Excel for your own records to know when it’s time to promote an agent (see the how-to’s in the Promotion Star Chart SAMPLE document in the ‘Attendance & Promotions folder’). Or, you might create a poster version displaying star stickers so agents can see their progress. Either way, be sure to grant Promotion Certificates to each agent that promotes. (For a complete list of ranks, see the Promotion Ranks document).

Mission Tracker

A big part of why *MPK* works is over time kids begin to understand that working together they can make a HUGE impact in **Lives Touched**. The Mission Tracker helps you do that.

The Mission Tracker can take any form you like, as long as it enables agents to see their progress in a visual way.

Got a creative bent? Create a human-sized magnifying glass (or show one in PowerPoint) where the stem fills in more and more each month reflecting the Lives Touched (by 50’s and up to 500 Lives Touched—though a group of 50 agents could easily surpass that). Update the changing total in the circle of the magnifying glass each month. Unveil last month’s progress at the first meeting of each new month during Agent Briefing.

Inside Your Launch Kit

Here you’ll find everything else you need to run an action-packed *MPK* program:

- *Logos and forms*—the *MPK* logo (.jpg and .eps),
- *Promotion Star Chart to track agent promotions*—a step-by-step guide to using the Promotion Star Chart, Promotion Certificates, and rank info
- *Spy Games*—team-building activities to use all yearlong
- *MPK Coloring Pages*—your agents can choose their favorite Spy5 alter-ego

All Systems Go!

Your kids are going to have a blast in *MPK*. But more importantly, you are instilling in them selflessness, compassion, and an understanding of what it truly means to be called to serve. You are forever changing their lives so that they can change others.

Good luck on your mission!