

## The Workshop Rotation Model ~ [www.rotation.org](http://www.rotation.org)

### The Workshop Rotation in Brief:

In Workshop Rotation Sunday School, we teach the same Bible story for 4 to 5 weeks in a row to all our elementary students. Each week classes rotate into a new and unique workshop (art, video, game, drama, cooking, computer, etc) . However, teachers stay-put in the workshop of their strength, -repeating their lesson each week to a new group, while adapting and improving their lesson during the "rotation." Learn more at [www.rotation.org](http://www.rotation.org)



### Why Rotate?

By slowing down the rate of story change, the Workshop Rotation Model deepens the student's experience and memory, while allowing the teachers to get creative and not have to prepare entirely new lessons each week.

- **Bible literacy improves** when the same story is taught through different workshops over 4 to 5 weeks.
- **Each workshop focuses on a different creative learning style** or "intelligence," which broadens memory.
- **Teacher preparation time is reduced from every week to every 4 or 5 weeks.** This also allows the teacher to improve their lesson and consider more creative approaches because they aren't having to come up with something new each week.
- **Teachers are recruited for** the workshop of their strength and choice in four to five week commitments.
- **Traditional boring classrooms become transformed into fun, inventive workshops.** Students anticipate something new each week, and teaching supplies and equipment are organized by workshop instead of being scattered across classrooms and closets.
- **Creative Workshop environments signal quality to parents, and are attractive to visitors and our kids!**
- **Flexible scheduling** depending on the size of your church, chosen story, creative inspiration, or calendar need.
- **Fewer stories means less curriculum costs.**
- **Free Rotation Curriculum.** Many Rotation churches use [www.rotation.org](http://www.rotation.org) to glean their 8 to 12 lesson sets a year. Money previously spent on curriculum can be re-directed toward attractive decor and teaching resources.

### A typical 5 Week Rotation Schedule for 4 age groups and 5 workshops, with each workshop taking a week off.

This example also shows the Rotation preference for scheduling Video earlier in the rotation for younger grades. The "Open" week could have Grade 1 or 6 added to it. Churches with 6 rotating grade groups would need 6 workshops open each week, but would still typically just have a 5 week rotation per story, meaning, each grade would not use one of the workshop for the story.

STORY: TEN COMMANDMENTS	GRADE 2	GRADE 3	GRADE 4	GRADE 5	OPEN
Week 1	VIDEO	ART	BIBLE GAMES	COMPUTER	DRAMA
Week 2	DRAMA	VIDEO	ART	BIBLE GAMES	COMPUTER
Week 3	COMPUTER	DRAMA	VIDEO	ART	BIBLE GAMES
Week 4	BIBLE GAMES	COMPUTER	DRAMA	VIDEO	ART
Week 5	ART	BIBLE GAMES	COMPUTER	DRAMA	VIDEO

### Small Church Adaptation

This example shows 3 Rotating Groups in a five week "rotation" on the Ten Commandments with no computer workshop for K-1. With the Rotation Model, you are in control of your schedule, workshops, and stories.

STORY: TEN COMMANDMENTS	GRADES K-1	GRADES 2-4	GRADES 5-6	OPEN	OPEN
Week 1	VIDEO	COMPUTER	BIBLE GAMES	ART	DRAMA
Week 2	DRAMA	VIDEO	COMPUTER	BIBLE GAMES	ART
Week 3	ART	DRAMA	VIDEO	COMPUTER	BIBLE GAMES
Week 4	BIBLE GAMES	ART	DRAMA	VIDEO	COMPUTER
Week 5	COOKING	BIBLE GAMES	DRAMA		