

# A Note to the Teacher



God has blessed you with the talent to teach His children. What an amazing gift! You also hold a special key to inspire and influence future generations. As you use this key to unlock the treasures of **The Kingdom Code**, you will be giving students skills they can use the rest of their lives.

Dear Teachers,

As you teach **The Kingdom Code**, the pathway to make and manage money God's way, take courage. God will provide you the exact words and strategies to teach the principles found in this curriculum. Call on Him! Depend on Him! Be expectant! He is faithful!

This course is designed to equip and motivate students to be successful in both the business world and God's army on earth. **The Kingdom Code** establishes a firm foundation upon which the students can build a lifestyle of integrity and courage.

Many hours have been devoted to make your job easier by providing detailed instructions. Our sincere desire is to make **The Kingdom Code** tremendously fun and rewarding to you. You will be empowering students with entrepreneurial skills, money management capabilities, budgeting knowledge, and Godly character qualities. At the same time, you will help students discover and develop their God-given talents. It will be enormously exciting to watch your students jump into businesses and gain hands-on experiences that will benefit them the rest of their lives. Who knows? You may even inspire a future world changer!

We are here to encourage you and help you succeed! Please visit our Message Board on the website for suggestions and ideas, or email [support@TheKingdomCode.com](mailto:support@TheKingdomCode.com) if you have any questions.

God bless you!

Jimmie Byler and **The Kingdom Code** staff

PS. As Aunt Jimmi, I would love to hear about experiences and suggestions from you and your students. You can send letters to me two ways.

**Email Address:**

[letters@TheKingdomCode.com](mailto:letters@TheKingdomCode.com)

**Postal Address:**

JOEYS Educational Systems, Inc.  
Attn: Aunt Jimmi  
PO Box 422  
Dublin, TX 76446



*I thank my God every time I remember you. In all my prayers for all of you, I always pray with joy because of your partnership in the gospel from the first day until now, being confident of this, that he who began a good work in you will carry it on to completion until the day of Christ Jesus.*

— Philippians 1:3-6 NIV

# Introduction

## Welcome to The Kingdom Code!



### Part 1: What Supplies Do My Students Need?

#### Supply List for Each Student of The Kingdom Code

- One - 1½ inch 3-ring binder, with clear inserts on front and back cover
- One - 1 inch 3-ring binder
- One set - five divider tabs for a 3-ring binder
- One - folder with brads and pockets
- One - red pencil
- Six - zippered pencil pockets with clear plastic fronts (*metal zippers preferred*)
- One - quart size, clear, sealable bag or a container (*to hold 2" x 3" flash cards*)

### Part 2: What Needs to Be Organized?

**Items in A-H can be organized prior to or during Lesson 1 of The Kingdom Code. Follow the steps under each item below (A-H). Note: The KCK Binder is assembled in A-C below.**

#### **A. KCK Binder** (*1 ½ inch 3-ring binder*)

When assembled, each binder will contain five divider tabs and pages from the Student Packet.

1. Write each student's name in permanent ink on the spine of his or her binder, or slip a piece of paper with the student's name into the binder spine.
2. Label the five divider tabs in the following order, and place in binders.
  - Current Work
  - Activities
  - Forms/Notices
  - Worksheets
  - Treasure Builder 1
3. Remove the first two pages (*8.5x11" full-color posters*) from each Student Packet. Slide the pages behind the front and back plastic sleeves of the **KCK Binders**.
4. Remove *Activities 1-40* from each Student Packet. (*Do not include the KCK Calendar pages.*) Place *Activities 1-40* behind the *Activities* tab in each binder.
5. From each Student Packet: remove *the remainder of the colored pages, beginning with the first page of the KCK Calendar.* (*Do not include any of the black and white Worksheets.*) Place these pages behind *Forms/Notices* tab in each binder.
6. Remove *Worksheets 1-27* from each Student Packet. Place these pages behind *Worksheets* tab.

## B. KCK Treasure Map

This map is used as a reward system to celebrate the completion of each lesson. Maps may be displayed or kept in students' **KCK Binders**. If Treasure Maps are placed in the **KCK Binders**:

1. Three-hole punch the maps.
2. Insert maps at the very back of the **KCK Binders** (*behind all tabs*).
3. Refold the top half (*fold-back*) of the maps so maps lay flat in the binders. (*Note: once maps are refolded, they will stick out a little further than the papers.*)

## C. Reward Stickers (Reward Sticker Page)

This page has ½ inch stickers to be given as Bonus Rewards and used with the **KCK Treasure Map**.

1. Write each student's name on the back of his or her Reward Sticker Page.
2. Gather pages and dispense the rewards as they are earned, or place pages in an inside pocket of their binders. **Note: Only one page of Rewards Stickers is provided for each student.**

**Congratulations**, the **KCK Binder** is now assembled!

## D. Flash Cards (You may choose to laminate.)

These flash cards contain all the Key Terms (*vocabulary words*) in Lessons 1-27.

1. After cutting them apart, they should be stored in the clear, sealable bag or container from the supply list.
2. Write students' names on the bags or containers. Note: If you prefer students to cut apart Flash Cards with each lesson, gather them, and redistribute the pages when you teach each lesson.

## E. Business Money Keeper

The **Business Money Keeper** (*one of the six zippered pockets*) is used after Lesson 7. Students keep their income in these **Business Money Keepers** after making sales and collecting money.

1. Students should write their names in permanent ink on the back of their **Business Money Keepers**.
2. From each Student Packet, remove the last page. (*This page has six 3" stickers.*)
3. Place the sticker, "**Business Money Keeper**" on the clear, plastic part of one of the zippered pockets. (*The other five stickers are used in part F below.*) **Note: Only one Business Money Keeper Sticker page (3" stickers) is provided for each student.**
4. You will need to gather the **Business Money Keepers**, and redistribute them after Lesson 7.

## F. KCK Budget Binder (1 inch 3-ring binder)

This binder is used to store the other five zippered pockets called **JOEYS Treasure Keepers**.

1. Students should write their names on the binder and all five pockets in permanent ink.
2. Use the remaining 3" stickers. Place one sticker on each of the five zippered pockets.
3. Place the five *Treasure Keepers* spelling **J, O, E, Y, S** into the **KCK Budget Binder**.
4. To ensure students have their **KCK Budget Binders** when needed, you should gather and redistribute these binders after Lesson 13.

## G. KCK Receipt Books

Students begin using receipt books in Lesson 8.

1. Have each student write his or her name on the back cover.
2. To prevent loss, you may choose to gather and dispense the receipt books when they are introduced in Lesson 8.

## H. KCK Sales Folder (brads and pockets)

This folder is not used until Lesson 7.

1. Have each student write his or her name on the inside of the folder.
2. Gather the folders, and redistribute them in Lesson 7.

## Part 3: What Is in the Textbook?

**This course is designed to teach students how to make and manage money God's way, and have fun while doing it! Each student creates and manages his or her own business, and solely reaps the benefits and profits of running that business. This is a real business in the real world.** (Although the text is written for individual ownership of a business, businesses can be chosen by several students, groups, or families to meet the needs of the participants.)

### What to Expect in a Lesson

**Every lesson has eight primary sections. They follow the same order in each lesson.**

- Proclamation
- Check Your Path
- Quest for the Clue
- Code of Honor
- Treasure Seeking
- On Your Own
- Kingdom Keys
- Congratulations
- Bonus Code Work

**Lessons may also include these additional components within the sections:**

- Action Time
- Historical Fiction
- History Highlights
- Letters from Aunt Jimmi
- Share Your Thoughts

**Special features found in each lesson:**

- Exclamation Shields
- Flags
- Magnifying Glass - **Clue to the Code**
- Scrolls - **Kingdom Code Kids Think Differently!**
- Shields - Character Codes
- Treasure Chest - **Treasure of the Kingdom**

**Every lesson covers these educational elements:**

- An Essential Question (Key to the Lesson in Kingdom Keys)
- The Learning Goal of the lesson (Quest for the Clue and Treasure Seeking)
- A Target Skill for the lesson (Character Code in Code of Honor)
- Vocabulary words (Key Terms in Kingdom Keys)
- Reinforcement/Review (Activities, Worksheets, Flash cards, Feedback Cards, Assessments)
- **KCK Treasure Map** and Reward Stickers (Congratulations)
- Enrichment Projects and Reward Stickers (Bonus Code Work)

# What to Expect in the Primary Sections

(included in every lesson)

**The Kingdom Code curriculum is most effective when it is teacher-led; however, most sections can be completed independently with teacher supervision.**

*(Suggested times are given below; however, some lessons may require more time.)*



## Proclamation

**Suggested duration: 3-5 minutes**

Each lesson begins with a Proclamation based on a Biblical principle. Read the Proclamation aloud, and then have the students stand and repeat it back to you. While students are still standing, have them put on the Armor of God (as demonstrated in Lesson 1, p. 4). This is a great opportunity to have a short discussion on the meaning of the Proclamation so students can fully understand the message, make it part of their everyday lives, gain courage, and build confidence.



## Check Your Path

**Suggested duration: 3-5 minutes**

Check Your Path directs students to begin their Worksheets. The Worksheets can be used several different ways, depending on your students' needs and the class time that is available. Options are listed below.

Worksheets can be:

- Filled out as the lesson progresses.
- Used at the end of the lesson as a review.
- Given as an assessment after the lesson.



## Quest for the Clue

**Suggested duration: 15-20 minutes**

Quest for the Clue is an introduction to the theme and goals of the lesson. To promote understanding, Activities and additional components are often included in this section. At the end of Quest for the Clue, students always find a **Clue** that summarizes the section.



## Code of Honor

Suggested duration: 3-5 minutes

The Code of Honor section teaches the Target Skill of the lesson through the Character Code. There is at least one Bible verse incorporated within this section. Additional components, information, and examples are often included to foster students' understanding of the Biblical principles found in the verse(s) and the Character Code.

*(If possible, allow the Code of Honor to be teacher-led.)*



## Treasure Seeking

Suggested duration: 15-20 minutes

Treasure Seeking continues to develop the theme and goals of the lesson through stories, ideas, *Activities*, additional components, and other methods. In this section, students learn and practice skills to help them manage businesses successfully, and also learn life skills through practical applications. At the end of Treasure Seeking, they always find a **Treasure** that summarizes the information presented.

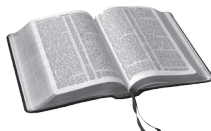


## On Your Own

Suggested duration:  
Times will vary based  
on how projects are  
assigned.



On Your Own includes *Activities* and projects necessary to understand, practice, and complete the lesson. For the most part, students are able to complete these by themselves; however, you will need to gauge how these *Activities* and projects should be presented to your particular group of students. You may assign them as homework, independent work, or as class projects. Some of the *Activities* require students to work outside the classroom.



***And this is my prayer: that your love may abound more and more in knowledge and depth of insight.***

— Philippians 1:9 NIV





**Suggested duration: 5-10 minutes**

Kingdom Keys is a review of the entire lesson and includes three keys:

**1. Key to the Lesson:** This is a one-sentence summary restating the theme of the lesson.

**2. Key Ideas** include the following elements from the lesson:

- **Clue to the Code** (from Quest for the Clue)
- **Character Code** (from Code of Honor)
- **Treasure of the Kingdom** (from Treasure Seeking)

**3. Key Terms**

Vocabulary words from the lesson are reviewed in this section. Key Terms have simplified pronunciations and easy-to-understand definitions. Key Terms are vital to students' comprehending the economic and basic accounting principles introduced in this curriculum.



**Suggested duration: 2-3 minutes**

At the conclusion of each lesson, the Congratulations section gives students the opportunity to celebrate their progress by placing a Level Reward (Reward Sticker) on their **KCK Treasure Maps**. A numbered pathway on the map leads to a treasure chest. Each number represents one of the twenty-seven lessons in the textbook. All twenty-seven lesson keys are represented with stickers on the Rewards Sticker page.



**Suggested duration: 15-20 minutes**

Bonus Code Work includes optional projects to supplement the lessons. These can be completed outside or inside the classroom, and can also be done individually or as group projects. Bonus Code Work offers a lot of flexibility. Projects may be assigned, or students may be allowed to choose which enrichment projects they want to complete. Whatever way these supplements are used, Bonus Rewards (from the Rewards Sticker Page) may be given to acknowledge their extra efforts. **Suggestion:** Have students place Bonus Rewards around the edges of their **KCK Treasure Maps** so they can easily track their accomplishments.

# What to Expect in the Additional Components

(included at random within the primary sections)



## Action Time

**Action Time** is a fun time for students to role-play, practice interpersonal skills, and play games.



## History Highlights

## History Highlights

Historical facts and information are presented in this component to help enrich the lessons. History Highlights give students the opportunity to learn from past events and life experiences of successful entrepreneurs.



## Historical Fiction

## Historical Fiction

This component weaves historical facts into captivating fictional stories. They illustrate great ideas, discoveries, and words of wisdom from famous people of the past. These make fantastic read-aloud stories!



## Letters from Aunt Jimmi

These letters add a special touch to the textbook. They contain true stories sharing real life experiences from their **KCK** mentor, Aunt Jimmi.



## Share Your Thoughts

**Share Your Thoughts** is a discussion time for students to work together and share ideas. Questions and thought-provoking statements are included to analyze, exchange opinions, and learn together. You may choose to use Cooperative Learning Groups or Whole Group Instruction. For your convenience, the questions asked in **Share Your Thoughts** are included in this **Teacher's Guide** with the answers given in **bold text**.

*I press on toward the goal to win the prize for which  
God has called me heavenward in Christ Jesus.*

— Philippians 3:14 NIV





# What Special Features Are in Every Lesson?



## Exclamation Shield

These shields alert students to important statements that summarize and simplify concepts presented.



## Flags

Flags signify to students that they have pages to complete. Four small, color-coded flags are used to quickly direct students to:

- *Worksheets* - denoted by green flags with a "W" written on them
- *Activities* - denoted by blue flags with an "A" written on them
- *Forms* - denoted by purple flags with an "F" written on them
- *Notices* - denoted by red flags with an "N" written on them



## Magnifying Glass - Clue to the Code

The magnifying glass is located at the end of *Quest for the Clue* and denotes the **Clue to the Code**. The magnifying glass is also at the end of the lesson in the *Kingdom Keys* review.



## Scrolls - Kingdom Code Kids Think Differently!

These scrolls display nuggets of wisdom in every lesson. Encourage students to embrace these words of wisdom as a lifestyle. Each principle is extremely valuable for building character, forming positive ideas, and establishing good attitudes and work ethics. As a group, students can shout out the message or make posters for their classroom. Have fun with these!



## Shields - Character Code

The Character Code is a Biblical character quality presented on a silver shield. It is always found in the *Code of Honor* section and is the Target Skill for the lesson. If every Character Code becomes part of the code by which students live, they are on the pathway to succeed in everything they do.



## Treasure Chest - Treasure of the Kingdom

A treasure chest is always located at the end of *Treasure Seeking*. It always denotes the **Treasure of the Kingdom**. A treasure chest is also at the end of the lesson in the *Kingdom Keys* review.

# Part 4: How Do I Use These Essential Elements?

## Activities • Worksheets • Flash Cards • Posters Forms • Notices • Treasure Builder Ideas

### Activities

Forty full-color *Activities* are used throughout the curriculum to promote understanding of the material presented. The goal of each *Activity* is to bring the text to life with colorful, engaging exercises that are fun to complete. The number of *Activities* varies from lesson to lesson. It is not necessary for students to remove *Activities* from their **KCK Binders** prior to class, because *Activity* flags within the lessons direct students to each *Activity* as needed. Students immediately know when they are to remove and complete one. When completed, *Activities* are filed in their **KCK Binders** and become keepsake portfolios of memories. For the rest of their lives, these portfolios can be invaluable references for any businesses they pursue.

**Note:** Information on many *Activities* will be used throughout the course, so it is essential to have them filed behind the correct **KCK Binder** tab. It is suggested you remind students where to file their *Activities* once *Activities* are completed.

### Worksheets

A *Worksheet* is provided for each lesson and is found behind the *Worksheets* tab in the **KCK Binder**. Each *Worksheet* includes questions about the lesson and the *Kingdom Keys*. Lessons 6, 14, 20, and 27 are reviews of previous lessons, so *Worksheets* for these lessons include an extensive open-book review. Answers to the *Worksheets* are found at the end of each *Lesson Plan* in this guide.

### Flash Cards

Flash cards are provided to help students learn Key Terms. Located on each flash card is the lesson number where the vocabulary word is introduced. Using flash cards to review all Key Terms reinforces the business terminology and prepares students for assessments.

### Posters

Two full-color 8.5x11" posters are provided for display on the front and back of their **KCK Binders**.

1. Poster #1 (**Kingdom Code Kids** are Great Leaders and Entrepreneurs) inspires students.
2. Poster #2 (**My KCK Sales Code**) serves as a reminder of how **KCKs** conduct sales.

### Forms

Business forms are provided for students to use as they build their businesses. One blank copy of each form is in the Student Packet. Copies are most likely needed, so a master should be saved for making copies.

### Notices

*Notices* are special notification pages that require a signature from home. It is important to keep these signed *Forms* on file for each student. Before sending any *Notice* home, you will want to read it to understand the contents. *Notices* are assigned in Lessons 2 and 3. However, if a student chooses a new business or a new mentor, *Notices* will again be needed. It is recommended you keep a master readily available.

### Treasure Builder Ideas

This is a list giving students ideas of services to help them choose their businesses. These pages are located at the back of the *Forms/Notices* tab.

## Part 5: What Is in the Teacher's Guide?

### Lesson Plans (for Lessons 1-27)

These easy-to-follow Lesson Plans begin with an Overview, Essential Question, and Learning Goal. For quick reference, a Materials Box lists supplies and Activity pages required, along with optional project materials that might be needed. Every Lesson Plan is then divided into two or four teaching Days. Beneficial Suggestions, Reminders, and Notes are included throughout the Lesson Plans to help make teaching successful and stress-free. Located at the end of each Lesson Plan is a *Suggested Enrichment* section and an *Answers to Activities & Worksheet* section. Students' answers always appear in **bold text**.

### Masters (Appendix A)

Listed below are the Masters available in **Appendix A**:

- Evaluation Cards
- Form 4: My Income Statements
- Form 2: Customer Sales Form
- Form 3: KCK Ledger

### Feedback Cards (Appendix B)

Optional **KCK Feedback Cards** are assessment tools provided to determine if students understand the key curriculum concepts. Once you know what students do not understand, lesson content can be reviewed to facilitate learning. Feedback Cards are provided for review Lessons 6, 14, 20, and 27. For more information about the benefits of Feedback Cards and how to use them, see **Appendix B**.

### Assessments (Appendix C)

Assessments/tests are available for use with Lessons 6, 14, 20, and 27. Lessons, Worksheets, and Key Terms prepare students for these Assessments.

### Additional Enrichment (Appendix D)

**Appendix D** gives links to websites whose enrichment ideas can be used with all twenty-seven lessons. Note: Links to websites with enrichment ideas are found in each of the twenty-seven Lesson Plans to help develop important concepts within that particular lesson.

## Suggested Schedule to Complete The Kingdom Code

### A Two Semester (36-week) Schedule: Two 45-minute days per week

We suggest this course be taught two days per week for one school year. Lesson Plans in this Teacher's Guide are designed to follow this schedule. Lessons 1-27 are divided into 68, 45-minute **Days** (*classes*), leaving four flex days to be used when needed. Included in the schedule is a field trip to a bank (*Lesson 19*). Note: if this plan does not fit your particular needs, and you would like additional help to fit **The Kingdom Code** into your schedule, please contact us at [support@TheKingdomCode.com](mailto:support@TheKingdomCode.com).



**Train up a child in the way he should go: and when he is old, he will not depart from it.**

—Proverbs 22:6 KJV