



## What Is Epic Faith Curriculum?

**Epic Faith Curriculum** is designed for undated use in 3- to 5-Day Vacation Bible School or 5-Week Sunday morning, Wednesday night, or other faith-based settings. Heroes of HIStory is the first in a series of VBS, Christmas, Easter, and year-round Curricula.

### Heroes of HIStory Overall Theme

A quest to discover the Greatest Hero of HIStory! Kids will go on an EPIC adventure through time to unlock the answer with the seven animal characters from the best-selling book series *The Amazing Tales of Max and Liz*® and *Epic Order of the Seven*®. They will also discover their part in HIStory as they meet Bible characters, including Jesus, the Greatest Hero of HIStory!

### How Heroes of HIStory Was Developed

Dunwoody Baptist Church (DBC) in Dunwoody, Georgia, is one of the premier VBS providers in the Atlanta area, hosting more than 600 Children with 300-plus Volunteers annually. The DBC team works year-round on the VBS project, writing original scripts, creating handmade/hand-sewn, quality costumes, developing fun crafts and snacks, and making recreational games tied into the theme. DBC sometimes uses prepared VBS packages, but often utilizes Sunday school curriculum to launch VBS themes. For 2015, the DBC team developed Heroes of HIStory, also serving as the beta test site. **The EPIC result?** Eighty-six Children accepted Jesus as their personal Lord and Savior after they discovered him as the Greatest Hero of HIStory!

### Heroes of HIStory Daily Structure

The DBC VBS model is a four-day program plus final evening closing assembly as follows:

- Days 1–4:                    Monday through Thursday, 9:30 am–12:30 pm (3 hours)  
9:30 am–10:00 am Session 1 (Large Opening Assembly)  
10:00 am–12:00 pm Session 2 (Two-hour rotations through four activities of small-group Bible story time, snacks, crafts, and games)  
12:00 pm – 12:30 pm Session 3 (Large Closing Assembly)
- Day 4 Evening:            6:00 pm–7:00 pm Thursday “Parents’ Night” closing assembly followed by an ice cream social

Our experience has shown that this four-day-plus-evening model is easier on Children and Volunteers than a five-day program. It also allows Parents to get a glimpse into what their Children have experienced all week with the final evening celebration/fellowship time. Your church may utilize a nighttime program, or any number of variations from the DBC model. Never fear! If your church wishes to use a 3-, 4-, or 5-day VBS model (or a 5-week Sunday morning or Wednesday night series) as opposed to the DBC model, see section below on 3- to



5-Day/5-Week program options. HOH is easily adaptable to a 13-week program with the drama-sketch platform. We can help you design your program for the most EPIC fit!

### Three-Part Daily Drama Structure

Each day is one narrative focused on a Bible character, divided into three drama sketches across the three sessions. Opening and closing Sessions 1 and 3 are produced on a large scale to match the main stage in the Worship Center. Session 2's part of the narrative, in keeping with the more intimate feel of the location in the Children's area, is the more low-key, somewhat introspective, session. The daily heroes/Scripture and words are as follows:

Day/Week	Hero/ Scripture/ Word
1	Noah (Genesis 9:11–13) Word: OBEDIENT
2	Shadrach, Meshach, and Abednego (Daniel 3:8–29) Word: FEARLESS
3	Joseph (Genesis 37) Word: PATIENT
4	Gideon (Judges 7:15–21) Word: FAITHFUL
4 Evening/5	Isaiah (Isaiah 53) Word: TRUTHFUL JESUS: Greatest Hero of HIStory

The theme of the search for the Greatest Hero of HIStory for the drama is played out as follows: Each of the Bible characters involved will be from the list of names mentioned in the “Faith Hall of Fame” in Hebrews 11:4–38. Over the course of the week, two kids and their dad (who is involved accidentally) will travel in time and meet these characters from the Bible. The device for this time travel will be the IAMISPHERE, a time portal of how the Maker sees time (from the Epic Order of the Seven® novels). Clarie and Gillamon, characters from the series, will arrange these visits and explain the purpose to the Kids. As spiritual members of the animal team, Clarie and Gillamon have the ability to morph into different forms, so will appear live as “humans” in order to interact with the Kids. The book series’ main characters, Max and Liz, will appear in animated segments to open the daily sessions by sharing with the Kids which Bible character they will meet that day.

The drama sketches in sessions 1 and 2 will center on the Bible character of the day, showing a scene of him at different points in his life. The Session 3 drama sketch will feature the time travel encounter between the Bible character and our Drama Kids. At the end of each Session 3



drama sketch, the Bible character will give the kids an item that relates to their story to help them remember his part in HIStory. These items will form a puzzle which, on Thursday night, will be solved to reveal the Greatest Hero of HIStory: Christ.

### 3- to 5-Day / 5-Week Program Options

# of Days/Weeks	3	4	5
1	Noah/SMA*	Noah	Noah
2	Joseph/Gideon	SMA*	SMA*
3	Isaiah	Joseph	Joseph
4		Gideon/Isaiah	Gideon
5			Isaiah

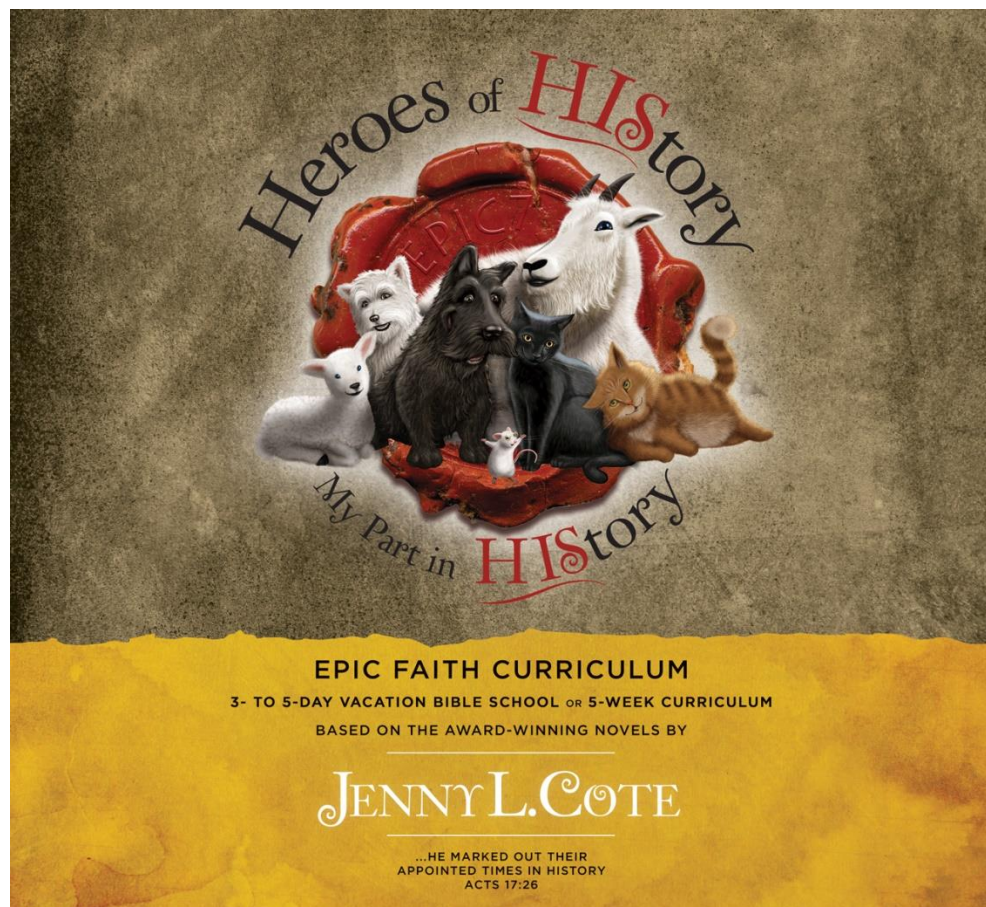
\*Shadrach, Meshach, and Abednego

- If you do a 3-Day program and have to cover two characters in one day, we suggest introducing the first character, Noah, and then doing an activity(ies) related to Noah before coming back to SMA. If you present all the sketches for both characters in a row, the Kids will have to sit still a long time and will likely forget Noah by the time SMA is over.
- If you do a program in which the character of Isaiah will be given a day of his own (3 or 5), here are some suggestions. Since the Isaiah drama is brief, with only one sketch as opposed to three for the other characters, here are additional content ideas:
  - First and foremost, have someone from your church present a salvation message to the Kids. As the closing video shows, the Greatest Hero of HIStory is Jesus, and all the characters we covered this week point to Him. The closing sketch will support the message and vice versa, so you can do it in either order.
  - This is a good opportunity for an extended praise-and-worship music time. Enjoy all six Heroes of HIStory songs!
  - If you have tied this curriculum to a mission project, give a representative from that mission partner an opportunity to speak in detail about the mission.

### The Heroes of HIStory Package



- Guide Book for Children and preschool containing original scripts of 3-Part drama sketches, small-group Bible lessons, activities, games, snacks, crafts, and music
- 2 DVDs containing:
  - Filmed drama sketches (for use in lieu of live actors)
  - Animation clips of main characters Max and Liz for daily opening monologues, produced by Magnetic Dreams Animation Studio in Nashville, TN
  - On-Screen Lyric music videos
  - Music video dance segments to teach optional choreography to the VBS Team Leaders
- Audio Music CD – six original songs by artist Marco Randazzo of Orlando, FL
- CD-ROM for print materials: Logo; Promotional Poster; Registration Banner; Daily Theme, “Word of the Day,” and “Verse of the Week” posters; HOH Station Signs; etc.
- Exclusive Web site access providing video instruction for set design, book discounts, etc.





## Seven Stations / Character Profiles of Heroes of HIStory



As in the books, the Epic Order of the Seven characters are assigned individual “missions” as the lead animal for each of the seven stations of Heroes of HIStory. For each station that follows, a character profile is provided to help you understand the personality and book debut of each animal. These endearing characters add an element of EPIC fun to the stations, and help the Children know where they are headed for the next activity.

**Gillamon and the Great IAMISPHERE:** Large-group time for daily opening and closing sessions



Gillamon is a wise, kindly mountain goat from Switzerland. Moved to Scotland, where he raised orphaned dog Max and served as his mentor. Died before the Flood in *The Ark, the Reed, and the Fire Cloud*, but serves as a spiritual being in the rest of the books, delivering mission assignments from the Maker to the team in the IAMISPHERE time portal. Can take any shape or form, and shows up when least expected.

**Max’s Highland Games:** Outside game time for group rotation



Max is a Scottish terrier from (where else?) Scotland. Full name is Maximillian Braveheart the Bruce. Short, black with a large head, always ready to take on the bad guys. Faithful leader of the team who started with the first mission on Noah’s Ark in *The Ark, the Reed, and the Fire Cloud*. Loves to mess with AI, “encouraging” him to work on his bravery. Can’t swim. Immortal.

**Liz's Lumiere:** Bible Story/small-group time for group rotation



A petite black cat from Normandy, France. Full name is Lizette Brilliante Aloysius. Brilliant, refined, and strategic leader of the team, beginning with Noah's Ark in *The Ark, the Reed, and the Fire Cloud*. Loves the study of history, science, the written word, culture, and languages. Prides herself on knowing the meanings of names, and simply adores gardens. Immortal.

**Al's Eats:** Snack Time for group rotation



A well-fed, Irish, orange cat. Full name is Albert Aloysius, also called "Big Al" by his close friends. Hopelessly in love with his mate, Liz, since they met on the way to Noah's Ark in *The Ark, the Reed, and the Fire Cloud*. Simple-minded, but often holds the key to gaining access to impossible places, and figuring out things everyone else misses, including deep spiritual truths. Loves to eat and sleep. Scared of everything. Immortal.

**Kate's Crafts:** Craft Time for group rotation



A white West Highland terrier, also from Scotland. The love of Max's life ever since they 'wed' on the way to the Ark in *The Ark, the Reed, and the Fire Cloud*. Has a sweetness that disarms everyone she meets. Is also a fiery lass, unafraid to speak her mind. Always sees the good in others, and sticks up for the underdog. Immortal.

**Clarie's Lambs:** Preschool Bible Story Time for rotation



A sweet little lamb from Judea. Shepherds gave her to Mary and Joseph as a gift for Baby Jesus in *The Prophet, the Shepherd, and the Star*. Died while enabling the family to escape to Egypt without harm and joined Gillamon as a spiritual being member of the team. Serves as all-knowing guide in the IAMISPHERE when the team goes back in time to historic events. Can take any shape or form.

**Nigel's Jolly Good Jams:** Preschool music and extra activities for optional rotation



Nigel P. Monaco, a jolly, British mouse. Impeccable manners and speech. Wears spectacles and is on the same intellectual level as Liz. An expert Egyptologist who joined the team in *The Dreamer, the Schemer, and the Robe*. Taught Liz all about Egypt, giving her the endearing title "my pet." Travels quickly via carrier pigeon and has an affinity for music. Immortal.

## About Jenny L. Cote and Her Books



Award-winning author, speaker, and producer Jenny L. Cote developed an early passion for God, history, and young people, and beautifully blends these passions together in her two fantasy fiction series, *The Amazing Tales of Max and Liz*® and *Epic Order of the Seven*®. Likened to C.S. Lewis by book reviewers and bloggers, Jenny L. Cote opens up the world of creative writing for students of all ages and reading levels through fun, highly interactive workshops. Jenny has appeared to more than 30,000 students at elementary, middle, and high schools and universities in the United States and abroad. Jenny’s passion for research has taken her to London (with unprecedented access to Handel House Museum to write in Handel’s composing room), Oxford (to stay in the home of C.S. Lewis, “The Kilns,” and interview Lewis’s secretary, Walter Hooper), Ireland, Paris,

Normandy, Rome, Israel, and Egypt. Her books are available online and in stores around the world, as well as in e-book formats (Kindle, Nook, etc.).

*The Amazing Tales of Max and Liz*® is a two-book series that begins the adventures of brave Scottie dog Max and brilliant French cat Liz. Book One: *The Ark, the Reed, and the Fire Cloud* introduces Max and Liz, dog Kate and cat Al, who all meet on the way to Noah’s Ark and foil a plot by a stowaway who is out to kill Noah and stop his mission. Book Two: *The Dreamer, the Schemer, and the Robe* brings Max, Liz, and friends to work behind the scenes in the life of Joseph in the land of Egypt. They also pick up a new team member, Nigel P. Monaco, a British mouse.



The *Epic Order of the Seven*® series picks up where the Max and Liz series left off. Book One: *The Prophet, the Shepherd, and the Star* gives Max, Liz, and the gang their most important mission yet: preparing for the birth of the promised Messiah. Their seven-hundred-year mission takes them to the lives of Isaiah, Daniel, and those in the Christmas story. Book Two: In *The Roman, the Twelve, and the King*, the childhood, ministry, and passion of Jesus Christ unfold with a twist—his story is told alongside



an account of George F. Handel composing his oratorio *Messiah*. Book Three: *The Wind, the Road, and the Way* covers Acts 1 through 18 and Paul's first two missionary journeys. Book Four: *The Fire, the Revelation, and the Fall* concludes the story of Acts, showing the birth of the church against impossible odds faced due to persecution by the Roman Empire. It also shows how every book of the New Testament was written, and how the Bible came together to guide believers for the rest of history. Future books will feature Patrick Henry in a two-book series: *The Voice, the Revolution, and the Marquis* (2016), and *The Thunder, the Sword, and the Jewel* (2017), as well as C.S. Lewis and World War II in *The Professor, the War, and the Muse* (2019).

Beyond books, Jenny's series are in pre-production for an animated series, feature film adaptation, and VBS and school curricula. Learn about Jenny, her books, and more at [www.epicorderoftheseven.com](http://www.epicorderoftheseven.com) and Facebook: Jenny L. Cote.

### A Note from Jenny

Thank you for purchasing Heroes of HIStory! I am excited about the EPIC things God has in store for the Children you will serve through this amazing curriculum. We set out to make this curriculum deep with substance, wide with fun, and all the while easy to understand and administer. My prayer is that each and every person involved with your program—from Volunteer to Staff Member to Child to Parent—will receive a special touch from the Greatest Hero of HIStory: Jesus.

Jesus faithfully led our VBS team for a solid year as we prayerfully developed a curriculum that would point straight to Him at every point along the way. Our team opened each meeting with prayer. We prayed for inspiration and creativity as well as for the right EPIC partners to take this curriculum beyond what we could even conceive or imagine. When you see the dramas, listen to the music, and see the animation He miraculously provided, you'll quickly see that our Hero indeed answered those prayers. But we also prayed for *you*. We prayed that Heroes of HIStory would bless and bring Children and Adults to the saving knowledge of Christ everywhere it went. So know that you've been covered in prayer, and as my character Gillamon always tells the Epic Order of the Seven team, "Know that you are loved, and you are able."

It would be my honor and joy to visit your church during your Heroes of HIStory program. If you would be interested in bringing me in for a book signing, talk, or celebration, please contact me at [jenny@epicorderoftheseven.com](mailto:jenny@epicorderoftheseven.com). My part in HIStory is to be the Maker's scribe. I pray you are blessed by what He has inspired me to write.

With EPIC love,