



Educational Program Guide for Teachers and Leaders

Equipping you to transform your classrooms and schools into places dragons dread to haunt and students clamor to revisit, seeking to attain the power and humility of the Senior Dragon Slayers of Old

WRITTEN BY

SIR WYVERN PUGILIST

AND BASED
WHOLLY ON THE
#1 TRAINING
MANUAL



**DRAGON
SLAYERS**

The Essential Training Guide
for Young Dragon Fighters
by Sir Wyvern Pugilist

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This guide may be downloaded and copied, for free, by teachers and leaders of children's groups, for the sole purpose of implementing educational activities while engaging the book *Dragon Slayers: The Essential Training Guide for Young Dragon Fighters, Based Wholly on the Practices of the Great Dragon Slayers of Old and the Wisdom of their Ancient Manual*, by Sir Wyvern Pugilist.

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BENEFITS OF A PROGRAM BASED ON DRAGON SLAYERS

◆ IMAGINATIVE

Through *Dragon Slayers* kids enter an irresistible world of dragons (obstacles and temptations) and Dragon Slayers (saints) in which they learn all about the Chief Dragon Slayer (Jesus), the Mysterious Three (the Trinity), the Ancient Manual (the Bible), Spiritual Armor, Christian virtues, and heroes of the faith.

Their teacher is Sir Wyvern Pugilist, a funny, cranky, and sometimes overly arrogant knight of the Secret Order (an order that kids can join!) who is actively training a new generation of young Dragon Slayers.

◆ FLEXIBLE AND ADAPTABLE

A program based on *Dragon Slayers* fits easily into any curriculum and adjusts to groups of any size. Your program can span one intense, dedicated week (such as a VBS or a Spiritual Life Week), or it can be used on a daily or weekly basis for any period of weeks or months.

◆ GIVES KIDS CONTROL OVER THEIR LIVES

Dragon Slayers teaches kids to gain control of their emotions, actions, and problems: As they learn to identify and face the dragons that personally attack them, they grow spiritually and assume accountability for themselves; plus, they discover they have access to a power greater than themselves.

◆ PERSONAL

Dragon Slayers addresses the real-life emotions and problems with which kids struggle every day. By giving them tools to address their difficulties, kids become very personally engaged. They can use the tools in *Dragon Slayers* privately, in small groups, or in the larger classroom.

THE THREE PARTS OF THE BOOK—TO BLEND IN ANY COMBINATION

Part I *Read or Regret: Twelve Introductory Training Chapters*

Part II *A Guide to Common and Notorious Dragon Species*

Part III *A Compendium of Senior Dragon Slayers of Old*

Draw from each of these three parts to build the educational program that best fits your calendar and your students' needs.

INDIVIDUAL TEACHING SESSIONS BUILD INTO AN OVERALL PROGRAM

- ◆ Teaching sessions can meet daily, weekly, or biweekly.
- ◆ Each uses elements from any one or more of the book's three parts.
- ◆ Sessions can build to span a week, a month, three months, six months, or nine months. Personally, I find it best to use *Dragon Slayers* in a program that spans a period of many months. Doing so allows time for the ideas to build and develop and for kids to truly internalize them, making Dragon Slaying a habitual practice—one kids will commit to for life!

ADD ACTIVITIES TO EACH TEACHING SESSION

(SEE EXAMPLES ON PAGE 5)

A teaching session includes elements from one or more of the book's three parts, plus one or more activities, such as:

- ◆ An art project (drawing, painting, sculpting, making posters or banners, etc.)
- ◆ Journal writing
- ◆ Planning skits
- ◆ Practicing and performing skits
- ◆ Service projects (projects focusing on virtues that combat the deeds of particular dragons)
- ◆ Constructing individual pieces of the armor
- ◆ Group discussions

or invent your own activities to fit the needs of your own classroom.

My Study Guide to Dragon Slayers is chock-full of fun activities to use when teaching my book *Dragon Slayers*. It provides a variety of ideas for each of the first 12 chapters of *Dragon Slayers*. Order it through Paraclete Press or any bookseller.

BUILD YOUR OWN DRAGON SLAYERS EDUCATIONAL PROGRAM

Teaching Part I: IMPORTANT INFORMATION (Twelve Introductory Training Chapters)

Begin at the beginning. By teaching IMPORTANT INFORMATION first, your students learn the foundational lessons, preparing them for Parts II and III.

Use *Study Guide to Dragon Slayers* www.paracletepress.com/study-guide-dragon-slayers.html when teaching Part I. It is an invaluable resource designed to lead you and your students through the 12 critical introductory chapters of *Dragon Slayers*. Full of discussion questions and ideas for activities and projects (all directly related to chapters 1 – 12), the *Study Guide to Dragon Slayers* means you'll have no need to reinvent the wheel of lesson planning.

Part I's twelve chapters vary in length, so decide how many chapters you'll cover in each teaching session. Some chapters demand an entire session to do them justice. Others are short enough to include two or three in one session. The exception is Chapter Nine.

Chapter Nine (*The Armor of the Mighty One*) demands several sessions, because it provides information on a total of eight weapons and tools. I suggest covering approximately two of them per session. Do what works best for your own classroom.

Overall, you could devote 7–14 teaching sessions to Part I: IMPORTANT INFORMATION. Depending on the age of your students, you might go faster or slower.

Add an activity of your choice to each session.

TEACH: 1–2 chapters per teaching session
ACTIVITIES: add 1–2 of your choice to each session.



Teaching Part II: A GUIDE TO COMMON AND NOTORIOUS DRAGON SPECIES

Teaching Part III: A COMPENDIUM OF SENIOR DRAGON SLAYERS OF OLD

After teaching IMPORTANT INFORMATION (the Twelve Introductory Training Chapters), you're ready to teach Parts II and III of *Dragon Slayers*. Customize your educational plan by mixing and matching the chapters from Parts II and III. As you do so, you will discover opportunities to also review lessons from Part I: IMPORTANT INFORMATION.

While mixing and matching, your aim in planning each teaching session is to draw one dragon from Part II and one associated Senior Slayer from Part III, plus reviewing lessons from Part I wherever appropriate. In this way, you'll continually sample all three sections of *Dragon Slayers*, thus adding variety to your teaching sessions, along with the positive results of regular review. By mixing and matching the chapters of Parts II and III, you can also easily adapt the book to your own calendar and the needs of your students.

Mixing and Matching Parts II and III: Two Ways to Go

A. Choose a Dragon first, followed by one of its associated Senior Dragon Slayers

TEACH: 1 dragon per teaching session (2, if you prefer).
Select dragons in any order. For example: Is there a problem with bullying? Study the dragon called Bucephalus. Are students over-busy? Choose Frantix.

TEACH: 1 - 2 Senior Dragon Slayers per teaching session.
Slayers associated with each particular dragon are listed at the end of each Dragon chapter.

REVIEW: Review the pieces of armor used to fight the particular dragon you're studying.

ACTIVITIES: Add 1 - 2 of your choice to fit the day's lessons.

OR

B. Choose a Senior Dragon Slayer first, followed by one of its associated dragons

TEACH: 1 Senior Dragon Slayer per teaching session.
Select the Senior Slayers in any order you like. Choose one whose feast day is close at hand, or one who is associated with a current class theme.

TEACH: 1 Dragon per teaching session (2, if you prefer)
Select the dragon(s) associated with the particular Senior Dragon Slayer you're studying. Dragons associated with each particular Slayer are listed at the end of each Senior Dragon Slayer chapter.

REVIEW: Review the pieces of armor the Senior Slayer specialized in using.

ACTIVITIES: Add 1 - 2 of your choice to fit the day's lessons.

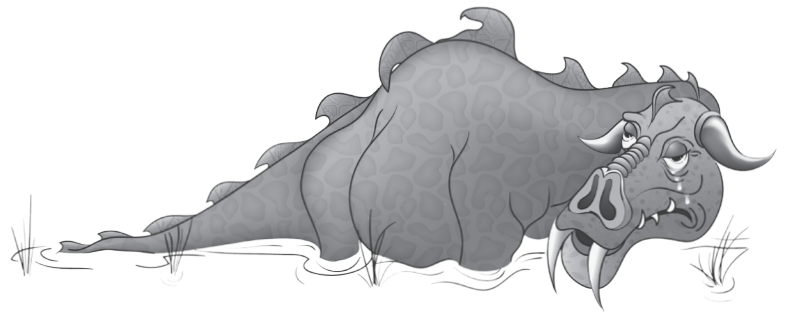
Teaching Part IV: WRAP-UP: YOUR PROGRAM'S FINAL SESSION(S)

- TEACH: The last 3 chapters of the book: 1) *How to Use This Book, Really*; 2) *Summary for You*; and 3) *Index of Symptoms*.
- ACTIVITIES: Add 2 of your choice. For example: kids practice using the *Index of Symptoms*. (Instructions for doing so are given in the chapter called *How to Use This Book, Really*.)

A SAMPLE PLAN

Sample plan for teaching **Part I**

- Day 1: chapters 1–2; plus activities
- Day 2: chapters 3–4; plus activities
- Day 3: chapters 5–6; plus activities
- Day 4: chapters 7–8; plus activities
- Day 5: chapter 9; plus activities
- Day 6: chapter 9; plus activities
- Day 7: chapter 9; plus activities
- Day 8: chapter 9; plus activities
- Day 9: chapters 10–12, plus activities



Sample plan for teaching **Parts II and III: Method A** (Choose the Dragon First)

- Day 10: Avarus, page 56; and Sr. Slayer Frances of Rome, page 161; review of armor associated with Avarus and Frances; activities
- Day 11: Redagon, page 104; and Sr. Slayer Cuthbert, page 155, and Sr. Slayer Rose Hawthorne, page 195; review of armor associated with Rendagon, Cuthbert and Rose Hawthorne; activities

Continue with this plan until you've covered as many dragons and Senior Slayers as you care to. Because there are 17 dragons and 25 Senior Dragon Slayers, you could spend at least 25 teaching sessions covering all of the stories. Then start again, or mix them up in a different way.

OR

Sample plan for teaching **Parts II and III: Method B** (Choose the Senior Slayer First)

- Day 10: Sojourner Truth, page 197; and the dragon Snuffwick, page 112; review of armor associated with Sojourner Truth and Snuffwick; activities
- Day 11: Sojourner Truth (review), page 197; and the dragon Avarus, page 56; and the dragon Malefactor, page 92; review of armor associated with fighting Avarus and Malefactor; activities
- Day 12: Genevieve, page 171; and the dragon Cringe Liver, page 80; review of armor associated with Genevieve and Cringe Liver; activities

Continue with this plan until you've covered as many Senior Slayers, and their associated dragons, as you care to. Then mix them up and start again.

Sample plan for teaching **Part IV**

Day xx: *How to Use This Book, Really*, page 209; *Summary for You*, page 217; *Index of Symptoms*, page 221; 2 activities



EXAMPLES OF ACTIVITIES FOR TEACHING SESSIONS

This list of activities to use in your teaching sessions is by no means exhaustive. It merely provides you with examples of the types of activities you can employ, and it will inspire you to invent new ideas of your own.

Most of these suggestions are taken from my *Study Guide to Dragon Slayers*
www.paracletepress.com/study-guide-dragon-slayers.html

◆ DISCUSSION QUESTIONS

Because *Dragon Slayers* taps into children's own challenges and emotions, you'll find that kids need to discuss their encounters with dangerous and frightening dragons. The *Study Guide to Dragon Slayers* provides discussion questions for each of the 12 chapters in Part I of *Dragon Slayers*.

Example: "What does Sir Wyvern mean by a 'bump in the road'? Do you know someone who has gone over that bump?" (*Study Guide to Dragon Slayers*, Chapter Two, p. 14.)

Example: "Discuss what you can do, and will do, if Braggen tempts you to fight the Chief Dragon Rider." (*Study Guide to Dragon Slayers*, Chapter Seven, p. 38.)

Example: "What did you learn today that makes you feel safe and strong?" Or, "What did you learn that frightens you, and why do you feel afraid?"

◆ SKITS

Allowing kids to write and perform their own skits about dragons and Dragon Slaying helps them explore their feelings about dragons (temptations and obstacles) and to process and plan effective solutions.

Example: Plan and perform a skit about Esther (see *Study Guide to Dragon Slayers* chapter six, p. 28–30).

Example: Plan and perform skits about the lives of any of the Senior Dragon Slayers of Old (use *Dragon Slayers*, Part III).

◆ WRITING

Private journals can be kept private, or shared in small groups or with the class.

Example: "Writing in your journals, explain what Peter teaches about the Chief Dragon Rider and how every worthy Dragon Slayer must live in light of the Rider's existence." (*Study Guide to Dragon Slayers*, Chapter seven, p. 37.)

Example: "In your own words, write the story of when the Chief Dragon Slayer fought the Chief Dragon Rider for forty days in the wilderness . . . illustrate or decorate the pages of your story. Make a front and back cover . . . write a title for the story. Now you have your own book telling the story of the Chief Dragon Slayer's battle with the Rider." (*Study Guide to Dragon Slayers*, Chapter nine, p. 53.)

◆ ART WORK

Use kids' paintings and drawings to decorate your classroom in a *Dragon Slayers* theme.

Example: In studying the mystery in the Mysterious Three, use the analogy of a burning candle. "Draw a picture of a burning candle . . . try to show all three elements of the fire: the flame, the light, and the heat" (*Study Guide to Dragon Slayers*, Chapter five, p. 21-22.)

Example: Kids paint large posters of each of the 17 dragons from Part II of *Dragon Slayers*. Decorate the room with these posters, and use them when you study each of the dragons. Below each poster, kids can write words they associate with that particular dragon. And whenever a student is being attacked by a particular dragon, he or she is free to go to that poster and write a word, or the date, or the name of the Senior Slayer who fought that dragon. In other words, use the posters, enabling kids to acknowledge their struggles and victories.

◆ CRAFTS

Keep kids actively engaged by helping them construct many pieces of the *Armor of the Mighty One*.

Example: Each kid brings an old belt to school. Decorate it with the word TRUTH. When you're all together as a class, wear your belts and talk about what they mean. Also practice putting on the Belt of Truth when confronted by lies. On the white board, the teacher writes a common lie. Kids then fasten their belts around their waists and discuss truths that combat that lie.

Example: Build the Shield of Faith, and take turns using it, individually or in groups. (For instructions, see Chapter nine, pages 51-52, *Study Guide to Dragon Slayers*.)

◆ MEMORY EXERCISES

What they memorize now, they'll remember their entire lives.

Example: Lead your students in memorizing quotes from the Ancient Manual (the Bible), especially those found in the chapters of *Dragon Slayers*. Together, regularly recite the memorized verses. You can also offer prizes to those who memorize. As soon as a student can confidently recite one of the special verses, he or she receives a sticker. After acquiring, say, ten stickers, he or she receives a small prize.

Example: There are also anti-dragon chants printed in each of the dragon chapters in *Dragon Slayers*. Together, memorize these chants, then regularly chant them as a class. Use the chants in real-life situations: Are students being attacked by Bucephalus (the dragon of bullying)? Lead the entire class in chanting the anti-Bucephalus chant. And let students initiate a chant when they see the need for it.



ALL-CLASSROOM OR ALL-SCHOOL ADD-ONS

1. Choose one dragon per week for an all-school or classroom theme (gives 17 weeks of themes)
 - a. Use as the theme in school assemblies or chapel services
 - b. Make posters and banners for school walls
 - c. Devise a service project for students to do at home or in groups—something that does the opposite of the evil deeds of the featured dragon
 - d. Daily journal entries, so kids can write about their own experiences of being attacked by the featured dragon-of-the-week
 - e. Discuss how to fight this dragon and which pieces of the armor to use.
2. Choose one Senior Dragon Slayer of Old for an all-school or classroom theme (gives 25 weeks of themes)
 - a. Use as the theme in school assemblies or chapel services
 - b. Find a good film about the life of your featured saint
 - c. Read other stories about this saint
 - d. Discuss which dragons this saint fought and why.
3. Follow numbers 1 and 2 above, but mix and match in your selection of weekly or monthly themes:
 - a. Choose one Senior Slayer and all the dragons associated with him or her
 - b. Choose one dragon and all the Senior Slayers associated with it.
4. Choose the pieces of armor and related tools (Chapter Nine) for your weekly or monthly themes.
5. At the end of a month-long program on Dragon Slayers, plan an all-school fair in the Land of Dragons; kids can dress up as Dragon Slayers and can host booths that offer specialized training in slaying particular dragons.
6. Host an all-school story-writing or art-project contest; entries follow your guidelines but must be related to slaying dragons.
7. Host an all-school stage event for parents and grandparents, in which kids recite stories they've written about their own experiences slaying dragons, or poems they've written, or songs they've composed—all on the themes of dragon slaying; they can even dress up in their armor!
8. Register your classroom as an Outpost of the Secret Order (see the website: www.dragonslayersbook.com).
9. Invite Sir Wyvern Pugilist to make an appearance at your school! Go to the website: www.dragonslayers.com to learn more.
10. Classrooms can follow Sir Wyvern Pugilist's blog, which appears every Wednesday on his website.
11. Each classroom can compose its own letter to mail (via US Postal Service) to Sir Wyvern; they'll enjoy receiving a personal letter from him addressed to their class.
12. Use the *Study Guide to Dragon Slayers* for ideas on many more group activities.