

»»» LEADER'S GUIDE



PHOTOGRAPHY

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IMAGE OF CHRIST

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Welcome to the PHOTOGRAPHY Module. According to Scripture a Christian is constantly being transformed into the image of Christ. This is a process that begins when a boy first trusts Christ as his personal Savior and continues until he meets him face to face.



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Photography is the art of taking and processing photographs. The job of a photographer is to try and capture reality in order to share the experience with others. This is a form of replicating or creating something that is similar or representative of a subject and conveys that to the person viewing the image. As Christians, we strive to be representatives of Christ, conveying His image to the rest of the world.

Keep in mind that the boys should be having fun learning an introduction to photography. But the heart of the matter is to teach them about being made in the likeness of God, and being transformed into the image of Christ. Through this style of teaching our aim is to naturally transition from an introduction to basic photography into a conversation about becoming more Christ-like.

The Module Memory Verse is 2 Corinthians 3:18 .

“And we all, with unveiled face, beholding the glory of the Lord, are being transformed into the same image from one degree of glory to another. For this comes from the Lord who is the Spirit.”

The parts of this Module include:

Meeting 1 – Getting the Image

Meeting 2 – Imitation

Meeting 3 – Looking at Perspective

Meeting 4 – Showing Others

This **Module** will allow the Stockaders to gain some practical skills in photography. These skills will help build a foundation for using a camera and in taking better photos. This **Stockade Leader's Guide** has a corresponding **Outpost Adventure Guide** which contains several Achievements the boys can do as part of a small group in their Post Meeting, or individually at home. These two resources are designed to work together to give your boys an exciting, spiritually-balanced learning experience. Make sure you have a **Photography Outpost Adventure Guide** on hand for each boy.



MEETING 1: GETTING THE IMAGE

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Verse: Colossians 3:9-10

"Do not lie to one another, seeing that you have put off the old self with its practices and have put on the new self, which is being renewed in knowledge after the image of its creator."

Purpose: Stockaders will learn about the basic functions of photography and get some "hands on" experience capturing a picture that represents the reality of what they clearly see in front of them. This relates to a young boy being able to view and understand the image of Christ.

MEETING 2: IMITATION

PAGE 12

Verse: Philippians 3:17

"Brothers, join in imitating me, and keep your eyes on those who walk according to the example you have in us."

Purpose: Helping Stockaders learn to mimic another's photograph and begin to understand how to be transformed into Christ's image.

MEETING 3: LOOKING AT PERSPECTIVE

PAGE 18

Verse: Genesis 1:27

"So God created man in his own image, in the image of God he created him; male and female he created them."

Purpose: The boys will learn about how to show perspective through their photography in ways that convey a story. They will also see how being in the image of God falls into the redemption narrative.

MEETING 4: SHOWING OTHERS

PAGE 26

Verse: Matthew 5:16

"In the same way, let your light shine before others, so that they may see your good works and give glory to your Father who is in heaven."

Purpose: The boys will learn how to share their photographs with others, but also that being made in the likeness of God while being transformed into the image of Christ is not just a personal journey but is meant to be shared with those around them.





PROJECTS

We want the boys to experience photography hands on. This means more than just taking a picture, but understanding the components, techniques, composition too! We also want them to understand the responsibility of a great photographer to share their work with people who will appreciate what they have done.

- Meeting 1 – Get the Image
- Meeting 2 – Be Imitators of Me
- Meeting 3 – Experimenting with Angles
- Meeting 4 – Photo Blog

ACHIEVEMENTS, ACTIVITIES AND PROJECTS AT A GLANCE

Meeting	Builder Activity	Sentinel Activity	Project
1	Parts of the Camera	Cameras and Eyes	Get the Image
2	The Basics	What's Wrong with It?	Be Imitators of Me
3	Picture That!	Action Cam	Experimenting with Angles
4	Rule of Thirds	Picture of the Past	Photo Blog

MEETING SCHEDULE

- Check-In – 20 minutes
- Build the Stockade – 5 minutes
- Games – 20 minutes
- Post Meeting – 15 minutes
- Project – 20 minutes
- Stockade Honors – 5 minutes
- Story Circle – 15 minutes
- Leaders Huddle – 10 minutes



Purpose

Stockaders will learn about the basic functions of a camera and get hands-on experience capturing a picture that represents the reality of what they clearly see in front of them. This relates to a young man being able to view and understand the image of Christ.

Passage

"Do not lie to one another, seeing that you have put off the old self with its practices and have put on the new self, which is being renewed in knowledge after the image of its creator."
— Colossians 3:9-10

Preparation

Posts: Write this week's verse on a piece of paper. Spread the words out so they aren't in a straight line, but still in order.

Builder Posts: Parts of the Camera Achievement from the PHOTOGRAPHY Outpost Adventure Guide.

Sentinel Posts: Cameras and Eyes Achievement from the PHOTOGRAPHY Outpost Adventure Guide.

Games: You will need aluminum foil, masking tape, and some cardboard.

Project Preparation - Bring as many "point and shoot" cameras as you can. You can also bring "smartphone" devices with built-in cameras as well. It would be best to have 1 for every 3 boys in your group. It is important to have them all be of similar functionality. Be thoughtful of how you might take the pictures off of the cameras quickly in order to display on a projector or screen. Additionally, week 4 will have you share a link to a private photo blog. The boys will decide which pictures they want to have on the blog. Your church may require you have the parents sign a photo release form. You should also have the photo blog setup well before week 4 arrives.

Check-In - 20 minutes

Check-In is made up of two components:

Have the boys pass any Achievements when they arrive. Many units use a checklist each meeting for the boys, recording each item that is brought each night. The points are added up for prizes. Some units establish a minimum of points over several months that will allow the boys to attend a special event. The checklist may include: attendance, Bible, completed Achievements, (one point for each Memory Verse and Achievement), Shares, uniform shirt, Achievement Guide, with bonus points given for bringing a first-time friend. Once the boy has "Checked-In", send him to the game. Use one of your favorite games.





Build the Stockade - 5 minutes

Open your meeting with the formation ceremony. At the end, announce that you are starting the Photography module. The theme verse is **2 Corinthians 3:18**. Pray that your Stockaders will gain in understanding of what it means to be in the image of God and will become more in the image of Christ.



Games - 20 minutes

There are two game options for tonight's meeting. **CAPTURE THE IMAGE** is high activity while **MIRROR MAZE** is low activity. You may decide to play both games, or pick one.

Opening Game Option 1: Capture the Image

Divide the group up into two teams. Give them each an "image" to serve as a flag to be captured (the image can be an actual picture of Jesus, or you can think of something silly to use). Allow the teams to setup obstacles using chairs, tables, cardboard boxes, garbage bins, etc. Each team is outfitted with aluminum foil balls (or you can use regular dodgeballs, but the foil balls make it a little more difficult) that they use to try and "peg" the enemy team. If a boy is hit with a ball, then he is out and must sit down until the end of the round. The goal is to try and get the enemy image (flag) without being hit by a ball.

Opening Game Option 2: Mirror Maze

Using masking tape, design a maze on the floor. Use mirrors from home or make your own by taking aluminum foil and wrap it around a piece of wood or cardboard (shiny side out). Have the Stockaders take turns walking through the maze by looking into the mirror as it is held right above their eyebrows and perpendicular to their face (it should look like a visor) and reflects the ground at their feet. They are only allowed to use the mirror to navigate the maze. The Stockader who completes the maze in the quickest time wins. To make it a little more difficult, assign time penalties for each time a person steps on a line or touches an obstacle. Variation: Everyone must walk backwards from one side of the area to the other using only foil mirrors to see.



Post Meeting - 15 minutes



Introduce verse Colossians 3:9-10 by having it written on a piece of paper. Be creative with the placement of the words so it's clear which order the verse is read in, but don't write it all in a straight line. Have each boy stand and make a small viewfinder by placing his hands over each other and looking through the gap formed between his thumbs and index fingers (alternatively you can cut out a square hole in a piece of paper). First they will fully extend their arms out and try to read the passage of Scripture. This should be difficult as they lose track of where they are on the page. Then have them draw their arms back bringing the viewfinder closer to their face. Now the whole verse should be in view and much easier to read.

Builder Post

"Parts of the Camera" Matchup the labels to the correct part of the camera in the picture below.

The answers are:

- Flash A
- Shutter F
- Button D
- Lens B
- LCD Monitor H
- Controls E
- Mode Dial C
- Battery Cover G



- Iris D
- Pupil E
- Retina C
- Lens A
- Choroid B

The answers are:

Sentinel Post
"Cameras and Eyes" Matchup the parts of the eye that relate to the parts of a camera. First fill in blanks with the parts of the camera and then draw a line to the corresponding parts of the eye.



Project - 20 minutes

Introducing the Camera

Every camera is different, but all have the same basic functionalities. Many boys have already had some familiarity with using a camera, and many have probably already used those built-in to smartphones. For the purpose of this introduction we are only going to look at the basic components of the camera.

View Finder

This is the "portal window" on the back of the camera where the photographer presses his eye. It shows the field of view of the lens, and is used in framing and focusing the picture. Many cameras have an LCD screen on the back that can be used as a view finder as well.

Lens

A compound group of curved glass that gather light into the camera. The curvature of the lens is designed to either concentrate or disperse the light rays as they enter the camera. Through adjusting the position of the lenses, photographers can "fine-tune" the focus and zoom of the camera.

Flash

This component is used to produce a flash of artificial light that helps illuminate a dark scene. It is important that when using flash, the photographer does not stand too close to the subject or it will be washed out, or too far away as it will remain dark—untouched by the light.

Shutter Button

This button tells the camera when to open and close the shutter. When the shutter is open, the camera is able to absorb the light that is gathered by the lens and capture it into a photograph. How long the shutter is open changes how much light gets captured.

Get the Image

Split the Stockade into groups, you may choose to use their posts, and assign at least one Ranger per group. Bring out the "point and shoot" cameras (or smartphones) and discuss with the boys that these cameras are borrowed and should be handled delicately out of respect for the owners. Allow each boy to become familiar with the camera's basic features. Encourage him to try taking some pictures of his friends in the groups. Try to find some interesting objects or scenes for them to practice taking pictures of. After each boy has had a chance to take some pictures, take the cameras back and export the pictures off the cameras onto a display device of your choosing. This may change based on what technology you have available. The process of setting up the pictures to be displayed should only take 15 minutes and can be done during the Story Circle but not in view of the boys so that it does not cause a distraction.

Stockade Honors - 5 minutes



It would be helpful to have a PHOTOGRAPHY Patch on hand to show the boys what they can earn over the next few meetings. Highlight the Post deserving the Honor flag, as well as those boys who have completed any Achievement ranks.



Story Circle: The Guardians Pt. 1 - 15 minutes

by: Peter Westerman



In a time far into the future mankind will be able to travel through space to other planets. The Earth has become a base of operations housing specialized observation laboratories that use telescopes to peer deep into the outer rims of the universe. On the moon are elite schools where children are trained to be pilots and explorers who will travel to and settle distant lands. When these students graduate, they will be known as "The Guardians." Centuries ago, the first explorers were led by one man—the first guardian. He commissioned the school to train new guardians and taught them everything they needed to know. A handbook was written which detailed his teachings and passed down to every new student who enrolled in the school. When classes began, the students were presented with a shield emblem brooch which they clipped to their uniforms. The emblem was plain with a square top that curved down the sides and came to a point at the bottom. Each brooch started the same, but as the students proved themselves at the school they became shiny and bright, yet if they failed it would become dull and colorless. It was said that the shield could become so shiny that it would become like a mirror and if the owner were to stare into it, he would see the reflection of the first guardian looking back at him. This was the highest honor a young guardian could achieve. One of these students was named Garrett. He was a bright young man who studied hard and always did his best. Already his brooch had begun to shine very brightly compared to his peers. Garrett wanted to prove himself during the annual intersivity war games. Essentially, it was like a game of "capture the flag." The students would create teams and compete

against one another in an arena. Within this setting the terrain can alter and change to replicate any known planet. Players would have to use all the skills they learned to adapt to the changing environment and outsmart their opponents. The objective of the game is to capture the enemy flag by retrieving it from the opposite base and placing it in their center of their home base. Garrett trained for weeks for the upcoming competition, hoping he would be selected to represent his class. He was fast, smart, agile and had one of the brightest brooches any student had ever seen—perhaps he would even be named the captain. If this happened, he would undoubtedly be able to prove himself and turn his emblem so shiny that it would be like a mirror and reflect the face of the first guardian. When the day came for the captain to be named and the players to be called, Garrett was up bright and early. He could barely sleep the night before due to his excitement and anticipation. He arrived early to the ceremony chambers where the team would be formed by the school's superintendent. Other students began entering the chamber and taking their seats among the rows of chairs. Moments later, the ceremony began. The superintendent approached the podium and welcomed the students. Names appeared on the screen behind her as the players were called each one rising from his seat and climbing onto the stage. The students cheered as each name was presented and the team was formed. Garrett was nervous, his name hadn't been called yet and there were only a few slots still available and soon there was only one. He stared at the





Leaders' Huddle - 10 minutes



Debrief with your leadership team as the boys head home. Review any problems there may have been and steps to prevent further ones. Talk about what went well. Remind the leaders of who's looking after next meeting's Project, Games and Story Circle. Close in prayer.

Application:

Each student at the academy was given a badge that they wear on their uniform. It would get shinier as the students showed excellence. Why do you think Garrett was so disappointed when his coach asked him to stay behind? The story will pick up next week. What do you think might happen to Garrett? What would you have done differently?

screen as a drip of sweat trickled down the side of his face. Suddenly he saw it, his name appeared and he was the final player called. Trying to compose himself, he slowly stood and joined the rest of his peers on the stage. He was handed a jersey and their practice schedule. The first day of training began the following morning at "oh-six-hundred" or six o'clock. He arrived—early again and excited to begin practicing with his team. They ran through a number of scenarios and sessions as the players learned to work together as a team. The day of the competition was quickly approaching and the players only had one more week to prepare. On the last day before the game each player would be assigned a certain role. They arrived for practice eager to learn which position they would play. The coach entered the room and his eyes immediately locked with Garrett. He motioned to him with one finger to come closer. "I have a special role for you on the team, Garrett" the coach began, "and I wanted to speak to you about it privately."

do whatever you need!"

Garrett burst with enthusiasm, "Yes! Coach I'll

"Excellent, because what I am to ask from you is very important although you may not see it as that" the coach explained. "I need you to guard our flag. You will remain in the base and station yourself near the center so that you can see if the enemy team gets too close. Your team mates will worry about retrieving our flag from their base."

"But-but..." Garrett stammered.

"Garrett, this job is very important" the coach insisted.

The boy didn't know what to say. He was utterly disappointed, all he wanted to do was be the playmaker, to prove himself and to earn the shiniest brooch. Yet there was nothing he could do, the coach had given him his assignment and he knew that he must follow it. "I won't let you down" Garrett struggled to maintain his enthusiasm.

That night he fought off feelings of self-doubt and pity. Only hours earlier he could not wait for the day of the games to begin, but now he dreaded its arrival. He committed himself to getting sleep and pushed aside his emotions.

[To Be Continued...]