



SPACE STATION - ALPHA

ON STATION

#343-0

Putting It All Together

First, prayerfully review the Space Station – Alpha purposes (on page 1 of series resource #340). Commit your heart and soul to them. The Salvation plan on the back cover is a crucial heart-felt tool to know.

On Station – Ready Room

You are now in the **FAST LANE!** No, that doesn't begin to describe where you are. Your home – the Alpha Station circles the entire Earth every 90 minutes. To get you from Earth to the station, the bill for the taxi was \$70 million one-way. But let's back up.

To get to this point, your adult leaders have been learning how to link up with you. You've been their 'little professor' teaching them about your life on Earth, among others your age. That is called the LAUNCH module. Then in the AGOPPY TRACKING module, you've been learning how to listen – really listen; listen to your leaders, and especially God speaking to your heart about the fantastic future, He has planned for you.

Now you've reached the core of the Space Station – Alpha adventure. In this module, you'll be mixing four features that all fit together: SPACE TWEENS CLUBHOUSE stories you can share, CONSTRUCTION projects you can build, and sometimes with friends, COMPETITION will test your astronaut skills against others, and COMPUTER- BAREFOOT 101 that turns your computing into a powerhouse, bringing glory to God.

[~] [~] [~]