



Avast!-Ye don't be knowin' what some bilge rat be sayin' whilst yer lubber self be swabbin' the poop deck or hoistin' the main sail?

**NTN** *n.* New Testament Navigator

**ANCHOR** *n.* 1. A list of the things everything needs to know about the class. Return to this list when you've lost motivation, don't understand why something is the way it is, etc.

**COMPASS** *n.* 1. A magnetic device used to know where you are heading. 2. Our NTN Schedule

**CREW** *n.* 1. The "mates" or "team" that run a boat for the captain. The crew of a ship includes all those who are working to get it to its destination, as opposed to passengers, which are simply cargo that can fog a mirror. 2. Everyone in NTN are a part of the crew, there are no passengers. 3. Periodically there will be smaller group "crews" assigned which will act as a team—working together during class.

**NORTH STAR** *n.* 1. A star in the northern sky called "Polaris" that sailors use as a reference point to navigate by. B. Jesus Christ, who is the same for us in our lives.

**SCOPE** *n.* 1. Instruments used on a ship or submarine to see something not visible to the naked eye. 2. Moments in NTN when the teacher will stop class to have a "Scope Moment" and discuss the long-term visionary implications of something we're learning, or even apply it to the future direction in which our own church is headed.

**SHIP LOG** *n.* 1. The main record of a ship's past journeys, kept by the captain. 2. A fundamentally key tool for NTN which "boils down" the information about a particular book in the Bible to the following pieces of crucial New Testament information pertaining to that book: who, what, where, when, why, people, places, passages, memorization, themes, size, location, features, structure & discussion topics raised by the book.

**SONAR** *n.* 1. An invented "listening device" on board a ship which conducts "remote sensing" to explore underwater topography or detect underwater submarines. 2. A time in NTN when we all stop and listen to one another for a while. 3. Discussion time which is not focused on talking too much, but on making sure that as many people as possible can be "listened to."

**VOYAGE** *n.* 1. A trip made on a ship. 2. Something we are all doing together — on the journey toward biblical competence.

**GANGPLANK** *n.* 1. A long flat piece of wood used to get on the deck of the ship at dock, which requires some element of risk inherently to "board", but also used by pirates in shark-infested water as an execution technique 2. A last-second risk-taking pop quiz no one can study for in NTN. Studies show that quizzes on rehearsed information are not as effective as immediate learning quizzes. We'll be using the latter in NTN. Self-graded and for fun and learning, of course.